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DAVID ZIFF

October 2000  
Issue 37



# OFFICIAL U.S. PlayStation MAGAZINE

**HARRY  
POTTER  
ON PS2**

## HOT GAMES

TimeSplitters  
Crash Bash  
The Bouncer  
SSX  
WipeOut Fusion  
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### JON BRADLEY SNYDER

The editor in chief of the official *Star Wars Insider* magazine, it's probably safe to say that he knows a thing or two about our cover subject this month. Read his editorial column in 5pm.

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### JOE TORENO

Responsible for the seriously cool looking photography in our *Star Wars* cover story this month, Joe has previously provided photo work for other fine magazines such as *Wired*, *The Source* and *Rolling Stone*.



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Ray Ledda

## COVER STORIES THIS MONTH



### EXCLUSIVE DEMO DISC

## STAR WARS COMES TO PS2 • 96

LucasArts has been hard at work to bring the *Star Wars* experience to the world's most powerful games machine. Check out our screenshots of *Starfighter* and see how incredible it's going to look.



## HARRY POTTER COMING TO PS2 • 34

The multi-million selling book phenomenon has finally been snapped up for both a movie deal and, more importantly, for a video game. EA's game should be with us by the end of next year it seems.



## PS2 SURVIVOR • 42

In a shameless display of jumping on the latest pop-culture bandwagon, we've constructed a scenario of PlayStation characters for you to "vote off the island." Who deserves to survive the transition to PS2?



## TOP SECRETS • 142

Hundreds and hundreds of tricks for all of the most popular PlayStation games, plus strategies for *X-Men: Mutant Academy*, *Chrono Cross* and *Grand Session*.

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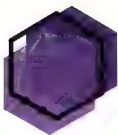
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# CONTENTS



page 38

## DEPARTMENTS

### Demo Disc • 18

Everything you need to know to get our exclusive demo disc in the mail.

### Input • 24

Let us know your thoughts. Write us at our usual address, or send us e-mail at [OPMGZiffdavis.com](mailto:OPMGZiffdavis.com)

### Spin • 34

Harry Potter comes to the PlayStation 2. Find out what's new about the series, how it runs on the PS2, and what it means for gaming fans: our PS2 Survivor game.

### Top Secrets • 142

Literally hundreds and hundreds of tricks, secrets, and cheats for PlayStation 2 games. Strategies for Tekken 3, Crash Bandicoot, and Gran Turismo.



## Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

## ONLY ONE MORE MONTH TO WAIT BEFORE PS2!



John Davison  
Editor in Chief

Things are starting to get really exciting around here. It's only a month to go until the PS2 hits stores...and I'm going to have to find something different to talk about in my editorial each month. Maybe I'll just end up waxing lyrical about how incredible some of the games are. Although some of the early releases in Japan were disappointing, it's becoming increasingly apparent that the U.S. launch is going to be accompanied by some truly amazing titles. Recently we've been lucky enough to check out some must-buy games that we're featuring this month. Obviously it goes without saying that our cover star, Star Wars: Episode One Starfighter, is pretty frickin' awesome—but if you turn to our Preview section this month, cast your eyes over the likes of SSX and Konami's spectacular International Track & Field. Not only are these games glorious examples of what a 128-bit console can crank out visually, they're also some of the most playable games you'll ever get hold of. Make sure you get your hands on them early.

<b>EARLY CHILDHOOD</b>	<b>EARLY CHILDHOOD RATING</b> Designed specifically for young children. Contains some violence and mild language.
<b>EVERYONE</b>	<b>EVERYONE RATING</b> Suitable for all ages. Contains some violence and mild language.
<b>TEEN</b>	<b>TEEN RATING</b> Suitable for teenagers. Contains some violence and mild language.
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## DEMO DISC THIS MONTH

OCTOBER 2000

## PlayStation



## PLAYABLE DEMOS



### BUST-A-GROOVE 2

Get your groove on with this highly unusual, highly entertaining dancing game from Enix. Just like break dancing helped solve the problem of inner-city gang warfare, this game will test your rhythm while channeling your aggression into a safe, peaceful pastime.

### RC REVENGE EVERYONE RATING

Another kart racer? Don't despair, as this one's quite a bit of fun. The sequel to Annoyingly disappointing Re-Volt boasts tons of improvements and helps dispel the myth that kart racing is just a waste of time. Be sure to check out our review of the game for the full scoop.

### TEAM BUDDIES EVERYONE RATING

Crappy team-up game. A strange mix of Bomberman and StarCraft. Team Buddies is a command of a cartoonish squadron of cutey warriors that build weapons and vehicles as they bash away at each other.

### SYDNEY 2000 EVERYONE RATING

Starting with your fingers, as Sydney 2000 is just one of the many track games that will soon hit the PlayStation and the PS2. Our pick is a game that will give you a good workout while you're jumping over the 115-meter high hurdles. Try it out, what makes it so special, in Sydney?

### MUPPET MONSTER ADVENTURE EVERYONE RATING

For those who don't have a Muppet in their lives, the Muppets in games that little green froggy puppet named Kermit. Nope, it's Robin. Kermit's nephew and the Muppet Monster Adventure is a 3D platformer. Don't dismiss this one as a video game. There are plenty of dynamic gameplay elements that will keep you hooked for hours of all ages.

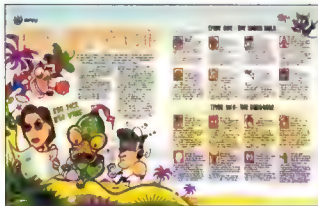
### SNO-CROSS CHAMPIONSHIP RACING EVERYONE RATING

After our warm excellent Sled Storm, developers are starting to exploit the snowmobile racing genre. Is Sno Cross good enough to shred with the big boys? Play the demo, then read our review later in the issue.

## NON-PLAYABLE DEMOS

SPYRO: YEAR OF THE DRAGON, CRASH BASH, RAYMAN 2: THE GREAT ESCAPE

## SPECIAL FEATURES

**STAR WARS GAMES: A  
NEW HOPE • 96**[illegible]

## PS2 SURVIVOR • 42

[illegible]

## DUDE, YOU'RE SO HARDCORE • 60

There is a growing body of research that suggests that the use of technology in the classroom can enhance student learning and engagement. This research is based on the idea that technology can provide students with access to a wide range of resources and tools that can help them to learn more effectively. For example, the use of interactive whiteboards can allow teachers to present information in a more engaging and interactive way than traditional lecture-based instruction. Additionally, the use of online learning management systems can allow students to access course materials and resources at any time and from any location, which can help to increase their motivation and engagement. Overall, the research suggests that the use of technology in the classroom can be a powerful tool for enhancing student learning and engagement.



















## PREVIEWS

## PLAYSTATION2

The Boonies	66	5X	74	EA's America, Part 2	72
Donald Duck	70	Wing Academy	76	King of the Hill	74
Dynasty Warriors 2	80	Time Stalker	78	Friggeri	76
ESPN NFL Talk & Feed	60	Wild Thunder Tanks	72	Savage Destr Earth	74
ESPN NBA Night	72	Wipeout Fusion	70	The Legend	96
ESPN NFL Primetime	74	X-Blades	72	World's Greatest Racing	70
Ex-Term	78	Zigzagging Express	62	Jeopardy: 2nd Edition	74
Fit Rally Championship	78	<b>PLAYSTATION</b>		Management's Fire BMX	86
G-Surfer	90	Boards	90	MTV Sports BMX	88
Madden NFL 2001	76	Breakout	68	The Mummy	74
Moto GP	74	Champ Motorsports	64	Time Raider: Timepieces	87
NHL 2001	72	Checkered Flag	90	Wheel of Fortune 2nd Ed	74
Ready 2 Rumble: Round 2	78	Crash Bash	86	WWE SmackDown 2	70
Ring of Red	82	Dragon Valor	62		

## REVIEWS

page 134

	Baseball	100
	American flag	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	100
	Baseball cap	100
	Baseball field	100
	Baseball player	100
	Baseball bat	100
	Baseball glove	



page 35





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Only one game has this kind of effect on people. Introducing Kessen, the military conquest experience so epic it could only happen on PlayStation 2. Immerse yourself in the world of 17th century Japanese warfare, where you command huge armies through sweeping



PlayStation 2

ELECTRONIC ARTS

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You can always tell who's been playing Kessen.

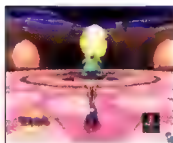


landscapes to wage history-deciding battles. To get a taste of this spectacular new DVD title, preview its eye-popping screen shots and adrenaline-pumping battle sequences on our website.

**KESSEN**  
決戦

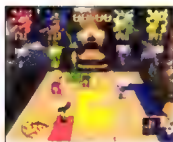
[www.kessen.ea.com](http://www.kessen.ea.com)

## Non-Playable Demos



**Spyro: Year of the Dragon**

Players: 1 • Availability: Nov • Developer: Insomniac • Publisher: Sony/CEA • Genre: Action



**Crash Bash**

Players: 1-4 • Availability: Nov • Developer: Naughty Dog • Publisher: Sony/CEA • Genre: Action



**Rayman 2: The Great Escape**

Players: 1 • Availability: Nov • Developer: Ubisoft • Publisher: Ubisoft • Genre: Action

## Next Month's Demo Disc

### Playables:

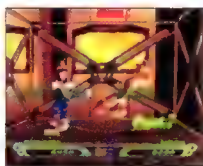
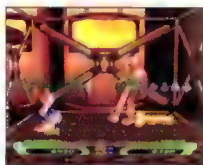
Spyro: Year of the Dragon, Crash Bash, Ultimate Fighting Championship, Jarrett & LaBonte Stock Car Racing, Incredible Crisis

### Non-Playables:

Metal Gear Solid: Sons of Liberty, Driver 2, Final Fantasy IX, Star Wars Demolition, Cool Boarders 2001

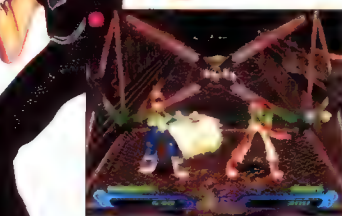
## Bust-A-Groove 2

With Bust-A-Groove 2, the fun continues. With the previous game, Bust-A-Groove, you were able to dance with your friends in a variety of settings. Now, you can dance with your friends in a variety of settings. Now, you can dance with your friends in a variety of settings. Now, you can dance with your friends in a variety of settings.



Successfully completing a dance routine will reward you with a gold coin. You can use these coins to purchase new dance moves and costumes. Bust-A-Groove 2 also features a variety of mini-games and a variety of settings. Bust-A-Groove 2 is a fun and addictive game that will keep you entertained for hours.

With the lyrics of the songs, you can dance to the music. Bust-A-Groove 2 is a fun and addictive game that will keep you entertained for hours. Bust-A-Groove 2 is a fun and addictive game that will keep you entertained for hours.



EVERYONE E  
△ Command L1 Not Used  
□ Command L2 Not Used  
○ Command R1 Attack/Reverse  
X Command R2 Dodge

Players: 1-2 • Availability: August • Developer: Enix • Publishers: Enix • Genre: Music

## RC Revenge



This information screen at the end of this month's RC Revenge demo makes it a point to mention that this particular game features a high framerate. Not a marketing tagline you see in the box for most games, but important nonetheless. You see, RC Revenge is actually the sequel to Re-Volt, a game that was panned last year largely due to a near-unplayable framerate. Has Acclaim properly remedied the problem in the sequel? Not quite yet, but RC Revenge is on the right track, so to speak. Another framerate band-and-tune control tweaking (powersliding in particular) can make this a worthy addition to the already-large PlayStation cart racing family. The final version will feature eight selectable cars along with eight counterpart boots for water (new controls), five different theme areas for a total of 30 tracks, mirror courses, power-up items, branching pathways... you get the picture.

EVERYONE E  
△ Flip Vehicle  
□ Brake/Reverse  
○ Use Item  
X Accelerate

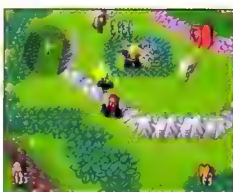
L1 Reposition Car  
L2 Look Backwards  
R1 Handbrake  
R2 Not Used

Players: 1-2 • Availability: Now  
Developer: Acclaim • Publisher: Acclaim • Genre: Racing

## Team Buddies

What can be inadequately described as a mix of Bomberman and StarCraft, Team Buddies (which is now going by the name Battle Buddies) is one of the more interesting PlayStation titles coming down the 2000 pipe. As commander of your

Patrol Squadron, you're charged with using a variety of items ranging from trash collection to defending your base and keeping bugs armed with machine-gun babies as the case with the den crawler. How does one accomplish these tasks? One word: crates. Stack your abundant supply of crates strategically, and from the resulting pile, stack on pad to generate a variety of gadgets, weapons, and vehicles. The more crates stacked, the more powerful items produced (and if you can, steal the other guy's crates too). But watch out! While you're hard at work, the enemy can sneak into your base and steal your power. The final version of Team Buddies will contain 10 main player missions, a four-player split-screen mode with capture the flag, and different Buddie classes (e.g., medic, infantry) keep you entertained on this one, too. The OPM playing has a long way to go.



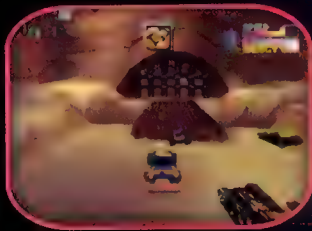
EVERYONE E  
△ Swap Buddy  
□ Fire Weapon  
○ Open Crates  
X Jump/Accelerate

L1 Rotate Camera  
L2 Order to Build  
R1 Strafe/Target  
R2 Binoculars

Players: 1-4 • Availability: Fall • Developer: Ozone Studios • Publisher: Midway • Genre: Action



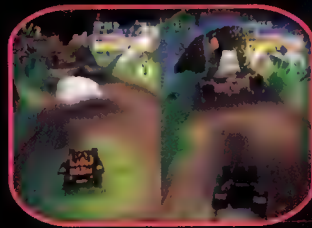
**Crash & Bash**  
your way through  
eight hazard-filled  
environments



**Supercharge**  
your vehicle  
with a turbo injection  
of high-speed energy



**Play Off-Road**  
bumper cars  
with split-screen  
head-to-head racing



**Smoke**  
your opponent  
in Battle Mode.  
One of five hair-raising  
modes of play



**Tyco® R/C Speed Wrench®**  
vehicle also available.

*Sold separately. Batteries not included.*

**Tyco...That's How You Spell R/C®**

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# Flip off your Friends



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For the PlayStation game console

[www.tycorc.com](http://www.tycorc.com)



From the option attack and wing T formations, to the fight songs and crowd chants of 115 Division I-A teams, we've captured

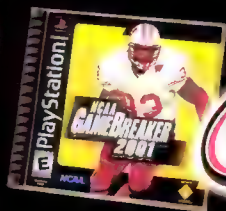


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*the rivalry and spirit of college football. It'll get in your head and stay there.*

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particular Detroit RA Motor 1, Malware took the rights, Red Wings helped pay it, and I was worried you'd be able to get the part. The RA 1 is the piece we'd sold to the owner of Detroit.

**Michael Tucker**  
dq4/midwayne@ed

We'll bother to say that there was no ill will intended, but the statistics we found at the time indicated that Detroit's homicide figures were the highest. As with anything though, statistics can be used to show pretty much anything, so it could be argued that any number of cities are the "murder capital." Quite frankly, we don't know the race ratio in Detroit. We only know that we hate the Red Wings and that they make cars there. Some pretty good, some crappy, and some just ugly. Pontiac Aztec? Ugh.

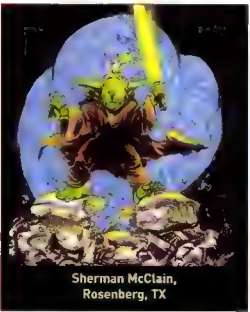
## Funny Money

[illegible]

**Christopher**  
Lancaster, California

We thought the exact same thing until fellow editor Joe Rybicki opened up his mail to find he was awarded a \$125,000 check signed by Regis. Now it's nothing but velour suits and two-toned wingtips for our illustrious staff bald-man.

## The Reader Art Challenge

[illegible]

**Sherman McClai**  
Rosenberg, TX

## LETTER OF THE MONTH

I've been a shielded female gamer all of my life, citing my teeth on games like the original *Dogger* and *Pac-Man*.

[illegible][illegible][illegible]

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

...and, indeed, we continue to argue with you more strongly in entering the mainstream like never before and so one should be ashamed to have fun, which is the ultimate point of gaming. There's a sign attached to gaming that makes it seem like a particularly male-oriented pastime, but as the evolution of female gamers continues, we clearly see the ridiculousness in that. The P52 will hopefully lead non-gamers from this

## 900 Ways to Say Tony Hawk

**Garrick Suemith**

The key to landing the 900 in THPS1 (and THPS2, as well) is to get the biggest air possible...duh. Start off in Woodside and go to the half-pipe. When you start getting decent air, start doing combos, at least two every time you launch off the ramp (remember to hold down X until you're hopping off the ramp). After a couple of these you'll have the air you need and your special meter built up. Tap right, down, O, and Tony will start his mad phat spin. Sometimes it's location that dictates if you'll get enough height or not. As far as the "shut up" thing, the 900 is way easier to get away with.

Send your problem or question to **OPM@ziffdavis.com** with the word "Tech help" in the subject line.

## Solid Snake on the Demo?

[illegible]

**Aaron Rose**  
Ph.D., University of Illinois at Chicago

The truth is this: The Metal Gear Solid 2 trailer, in its entirety, will appear on our demo disc for our November issue. We're as eager as you are.

## Race Schism

[illegible]

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM Box Of Joy*. Please refrain from sending more than one e-mail or we will simply delete all of them, dance happily around the vacated mailbox-high-fiving in that jestful, riant *OPM* way.

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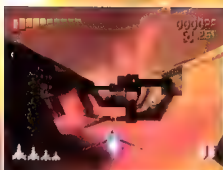


**IN SPACE, NO ONE CAN HEAR  
YOU SCREAM FOR YOUR MOMMY.**

# Galaga

Destination EARTH

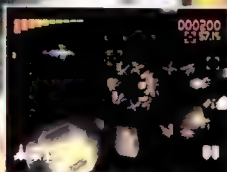
Wave upon wave of pitiless alien attack craft stand between you and an Earth worth living on. This is the all-new GALAGA. There is no diplomacy. No alliances. No sissy strategy. Just a warp-speed plunge into the teeth of a relentless alien armada. It's simple...destroy all spaceships...or run screaming into the cold vacuum of outer space. Consider yourself warned.



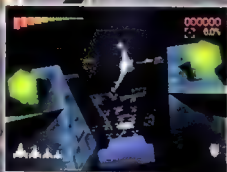
**ALL NEW CHALLENGE STAGES!**



**MULTITUDES OF ALIEN ENEMIES!**



**SCIENTIFIC ALIEN WEAPONS!**



**BLAZING 3-D GRAPHICS!**



Mild  
Animated  
Violence

GAME BOY  
COLOR



PC  
CD ROM





Over the years, my reaction to all of PS games has been everything but RFGs mainly, due to a fear that I would not enjoy them as much as other games, I never understood RFGs. I can't be reading your magazine. Now my eyes have been opened to a new world. I recently noticed the multiple reviews and ads for RFGs and was extremely curious as to why they're so popular. I got up at 6:30 to buy Threads of Fate and was astounded. The story, images, graphics and characters have captured my imagination and I realize I am now proud to say that I'm an RFG game knight given birth to a brand new genre. [jedknights3000@juno.com](mailto:jedknights3000@juno.com)

Now all that needs to be done for the world to exist in perfect gaming harmony is have all the RPG-only kinsman give those athlete-type, tackle football games a whirl.

## PlayStation Paves the Way

In writing to say how much the PlayStation has contributed to my life. Before getting my PS, was always fidgety and bored and I didn't try very hard in school. But the PlayStation helped me find a better life. I expanded my imagination. After playing RPGs and adventure games, I became a Sol d. I started to read sci-fi books like a maniac! I hated reading before that. Ever since having a PlayStation I've tried twice as hard in school, gained more confidence in my artistic and social skills and my writing skills have increased 100%. Thanks to *OPM* and the PlayStation for helping me out!

**Chad Casey**  
Mexico, MA

**Our crusade to inspire and invigorate the world continues!**

## THE SOAP BOX

I'm curious as to the recent popularity of turn-based RPGs like *Final Fantasy* and *Wild Arms*. I'm not a fan of turn-based "action" and cinematic, console-controlled games.

RPGs should be about adventure, exploration, a multitude of different weapons, magic and spells, and creatures that are fought in hand-to-hand combat.

**Why the change in play style?**  
Now, RPGs force players to push buttons and watch the screen for results. The games have become like programmable cartoons, not interactive adventure quests. Please help!

Also, why the recent trend in cinematic cut-scenes? Are these easier to program than extra game levels? I'd prefer cut-scenes to be eliminated in favor of more hours of gameplay. I don't need the bells and whistles. Give me a game with teeth, something to challenge me and keep me moving at all times.

simon1@bionet.net

Got something you want to rant about? Get on our soap box and vent. E-mail us at [OPM@aziffdavis.com](mailto:OPM@aziffdavis.com) and mark the subject line SOAPBOX

## Love Will Find a Way

My girlfriend lives far away from me so most of the time the only way we keep in touch is a phone or internet. Some of the specs for the PS2 indicate it can play games over the internet. When can I expect that ability for my PS2? My girl is getting one soon after I do. I daydream of letting her w/lo me at Tekken Tag Tournament. Help me out here

**Arthur Williams**  
sephiroth156@hotmail.com

Sony is still working on their broadband Internet strategy to try to jumpstart the process. Hopefully—and now we're really rooting for this so you and your girl stay together—they'll have something in place by the middle of next year. It's possible that some 3rd party might take advantage of these connectivity options even sooner.

## Keeping you Abreast

In your preview of *Fear Effect* Retro Helix it looks like the screenspot of the blonde is showing an exposed breast. Am I wrong?

**Mari L. Muhle**  
Denver, CO

If we would have realized how lewd that picture happened to be we would have kept it all to ourselves! From now on we'll keep you abreast of this titillating screenshot.

## QUICK HITS

**EXXXTREME**

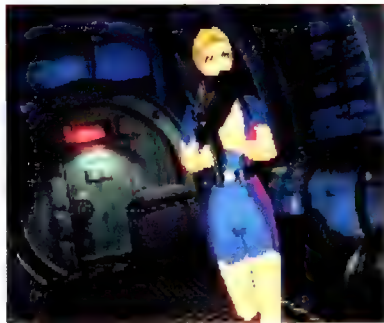
**Are there any plans for a cool skateboarding game for PS2?**

**Tony Hawk 3 was just announced for PS2 and we couldn't be more excited.**

## BLOODY BLISS

The Blade game is going to be the feel-good game of the year!

**If slaughtering  
people inspires  
you to "feel  
good" then you,  
too, will love  
this game!**



## READERS' MOST WANTED

1. Metal Gear Solid 2
2. Final Fantasy IX
3. Legend of Dragoon
4. Tony Hawk 2
5. Silent Scope
6. Chrono Cross
7. Madden NFL 2001
8. Circuit Pro Bowling
9. Gran Turismo 2000
10. Driver 2

E-mail your most wanted list to  
**OPM@ziffdavis.com**  
Mark the subject  
**MOST WANTED**

## Official Contest and Sweepstakes Rules

A long time ago in a galaxy far, far away...

# TOTAL CARNAGE!



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and  
**Vigilante 8:  
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DOMINATOR  
PLAYSTATION

## Dolby or not Dolby?

Just recently, I read an ugly rumor while at Battlegrounds. A supposedly teenaged employee told me that while the DVD player on the PlayStation 2 will play DVD movies, it will not be able to support the true digital sound that a regular DVD player will put out. Was that just limo or what?

Carl Salerno

McCall.voldag@com

It might have been the acne medication gone haywire, because this kid was way off. The PS2 definitely features Dolby Digital and DTS, and boy, does it sound extra sweet.

## Noise Pollution?

Tony Hawk's Underground is a pretty good game and all, but I who the hell picked the music? I mean, that good music can often put you right in the game. But this game's music didn't do much more than guide the skater's path, and it's not as if the music was bad. It's just that the game may want to be a little more like the game that it's supposed to be. I mean, the music was so bad that it was a serious drug overdose. The example of just plain bad and punk music especially applies to some of the game's songs. I mean, the music was so bad that it was a serious drug overdose. The example of just plain bad and punk music especially applies to some of the game's songs. I mean, the music was so bad that it was a serious drug overdose.

Jarrett Zeman

TrekRocks@aol.com

Activision asked skaters from the game what they listened to, so that's how the music was chosen. We'll trust their credibility. And, as far as what an assater is, it's what gets kicked if you misunderstand the point of a song.

## Throwin' a Beat Down

Don't know if you're planning to release the PS2 version of the PlayStation 2, but they're not going to leave the game when the scheduled release date will be.

P6r0t@cs.com

Once we hear any news from Capcom, we'll let you know.



## QUESTION OF THE MOMENT

This month you discuss the new PSone. Next month, we'd like to turn your attention to the PS2 game you're most anticipating. Which one will you buy first? Which one won't you buy at all? E-mail your thoughts to [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com). Mark your notes PS2 Games.

I have the idea of the PSone's really good. I mean, who would want to play the PSone after they already have the better PS2? Nobody will play the PSone system, but I would like to play the PSone system and I would like to play the PSone system.

Chris Cotto

B.gda603@aol.com

I think the PSone is a really good, but I will definitely buy one after I'm on a long car ride.

Justin Hutchens

Iquana1986@hotmail.com

When the PSone is coming out before the PS2, it will definitely be a good thing. I think the PSone is a really good, but I will definitely buy one after I'm on a long car ride.

Drew Richardson

morpheus2007@netmail.com

## QUICK HITS

**DRIVE ME CRAZY**  
I heard it's coming that Crazy Taxi is coming to the PlayStation 2. But, I don't believe it.

Nothing's confirmed yet, but we're crossing our fingers and wearing our seatbelts.

**WE GOT NUTS**  
Why hasn't there been a WNBA game made yet? I'm a male and enjoy the NBA more, but I'd like to play a WNBA game.

The most likely scenario would be to have unlockable women's games in the NBA games, but don't hold your breath.

**COMO GAMES**  
Will a PSone controller ever be released for the PS2?

It's not a bad idea.

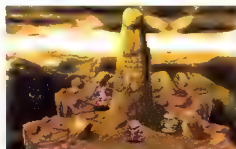
**RPG MAKER**  
I called store where I live and none of them have any idea of a release date for RPG Maker. What's up?

Christopher

Lightning returns with a September release is imminent. Cross your fingers.

## Screen Caption Contest

Every month we run a picture and its caption contest. The winner gets a prize. To enter, go to [OPM@ziffdavis.com](http://OPM@ziffdavis.com) and make the subject CAPTION CONTEST. The new online picture contest, it's a picture contest.

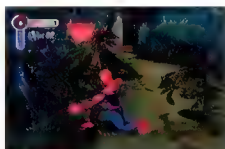


### WINNER!

The inscription reads, Here lies the man from Nantucket.

Jim Seymour

stuckfroq74@hotmail.com



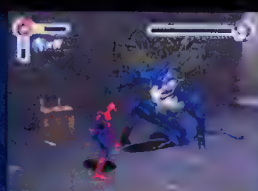
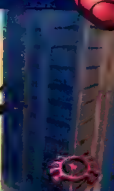
### NEXT MONTH

Think of something wickedly raucous and drop us a line.



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August 2000



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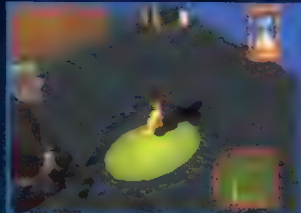
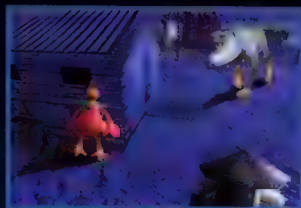
GAMEBOY  
COLOR

NINTENDO  
64



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In this 3D action adventure, it's up to you to lead Ginger, Rocky and their feathered comrades in an attempt to escape Farmer Tweedy's deadly pie-making operation. Using stealthy, strategic moves rather than pure firepower, you'll sneak around the farm collecting your tools of escape while avoiding the evil farmers and their bloodthirsty dogs.

What are you, chicken?

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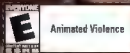
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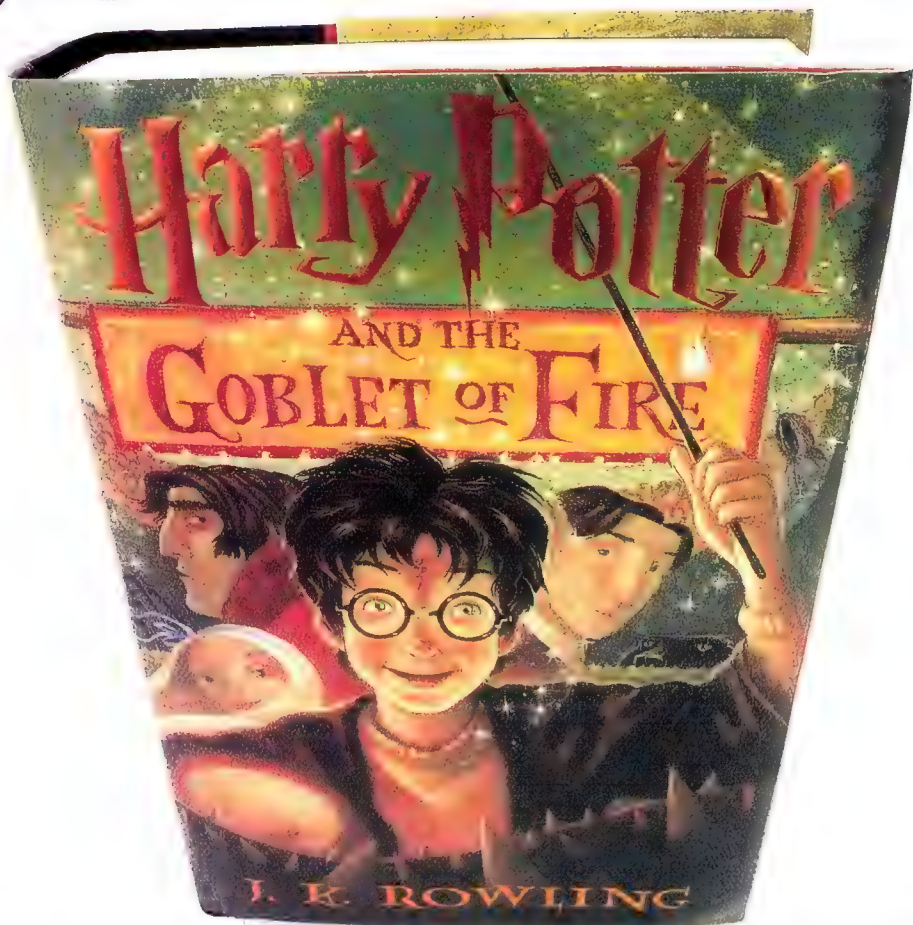


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***Destruction Derby Raw.***  
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***skyscraper near you.***

The highly anticipated sequel is here at last. With even more of those metal-shredding flips, spins and roof-crushing rolls we've all grown to love. One to four players can race, crush, and completely annihilate 18 different cars, on 31 tracks. With frame-bending jumps, tunnels, crossovers, and all kinds of glass-splintered routes, including one that ends kind of abruptly on the sidewalk—about 90 stories below.





# EA PENS POTTER GAMES

## Electronic Arts grabs a magical license

In the two days following its July 8 U.S. release, 5.1 million copies of *Harry Potter and the Goblet of Fire* were sold. As of this writing, the four *Harry Potter* books hold the top four slots on the *USA Today* top 25 best-seller list. More than 35 million copies of the *Harry Potter* stories have been sold worldwide. Now that's consumer interest. And knowing this, Electronic Arts recently acquired the rights from Warner Brothers to develop games based on the *Harry Potter* license. The company intends to develop titles for the PlayStation and PS2 based on all four *Potter* books and the upcoming feature film. EA has stated that it will work closely with author J.K. Rowling to ensure that the games stay true to the books' environments and characters. "We are extremely excited to become part of the *Harry Potter* phenomenon by bringing our own brand of interactive magic to this fantastic series," said Don Matrick, president of EA worldwide studios. EA's first batch of *Harry Potter* games are expected to release in early 2001.

# PlayStation2 Excitement Grows

As the PlayStation2 launch gets closer, more and more companies are starting to reveal new and upcoming projects for the platform. Just this month alone we've learned of several hot properties heading to the PS2. We've also dug up exciting new info on some of the games we've already known about. Following is a recap of the latest from the world of PS2. And if you think any of these games sound cool, just wait until you see what we'll be showing you next month.

- Activision kicks off our list with the announcement of four new games in development for the PS2. And guess what? **Tony Hawk's Pro Skater 3** is one of them. The others were **Mat Hoffman's Pro BMX 2**, **Kelly Slater's Pro Surfer** and **Shawn Palmer's Pro Boarder Cross**. In all, Activision has 12 PS2 games in development.

- **Thief 3** is headed for the PS2. Even though the series' previous developer, Looking Glass Studios, folded, Eidos has decided to give the project a go with Ion Storm, which recently developed *Deus Ex* for the PC.

- **Working Designs** announced that it will be releasing the hot-looking PS2 shooter **Silpheed** and the mech action game **Gungnir Blaze** at the PS2's U.S. launch.

- Speaking of which, *Silpheed* is being developed by Japanese studio **Treasure**, the team behind one of the finest space shooting games ever (*Radiant Silvergun* for the Sega Saturn). Learning this has gotten us even more excited about the game.

- **3DO** has announced two new PS2 games: **World Destruction League: Wild Jets** and a title that will star Vicky, the daughter of the general from *Sarge's Heroes*.

- As if this issue isn't already overflowing with *Star Wars* info, LucasArts recently revealed that it has partnered with Bioware (*Baldur's Gate*, *MDK2*) to develop a **Star Wars RPO** for PC and next-gen consoles (which, we've been told, includes PS2). The game will take place four thousand years prior to the *Star Wars* films and will feature a storyline based around the epic struggle of the Jedi and the Sith. Don't expect this one until 2002.

- **Matt Groening**, creator of *The Simpsons*, recently revealed that a **Futurama** game is currently in the works for the PS2. Fox Interactive will publish it. Let's hope it'll allow you to take control of Bender and play all kinds of gags on Fry.

- Konami announced that it has landed the license to create games based on the **Tour de France** bicycle race. Insiders have already stated it's coming to PS2.

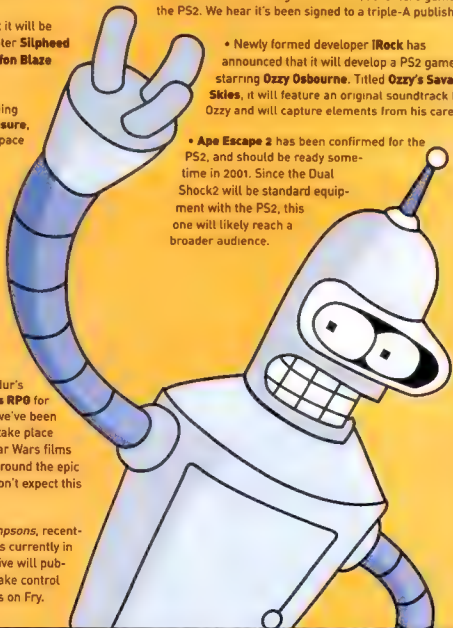
- Ubi Soft is jumping on the PS2 in a big way. The company recently announced that it'll ship at least five games in the first two months of the console's U.S. release, and that it'll follow them up with an additional **11 more games** in the next year. Ubi Soft also revealed that, in addition to the enhanced *Rayman 2*, it will release **Rayman 3** and **Rayman Tribes** on the PS2.

- Acclaim is porting the game **RC Revenge** (see this month's Reviews) to the PS2. With a fresh lick of paint, *RC Revenge* could catch a lot of peoples' eyes. Additionally, Acclaim is preparing **Super Bust-A-Move** for the PS2. Both titles will be released **at launch**. And not to be left out, Acclaim will release a PS2 surfing game next summer.

- **Sucker Punch**, the developers of the N64 title *Rocket*, has admitted to working on an action/adventure game for the PS2. We hear it's been signed to a triple-A publisher.

- Newly formed developer **IRock** has announced that it will develop a PS2 game starring **Ozzy Osbourne**. Titled **Ozzy's Savage Skies**, it will feature an original soundtrack from Ozzy and will capture elements from his career.

- **Ape Escape 2** has been confirmed for the PS2, and should be ready some time in 2001. Since the *Dual Shock2* will be standard equipment with the PS2, this one will likely reach a broader audience.



## PS2 SUCCESS BY THE NUMBERS

Sony may have some high expectations for the PlayStation2, but currently they're easily being met. Statistics prove that so far the PS2 is the best selling console ever. In fact, as of this writing, over 3 million PS2s have been sold in Japan.

System	FIRST WEEK OF LAUNCH		FIRST THREE MONTHS	
	Number of Games	Installed Base	Number of Games	Installed Base
PlayStation2	10	681,855	26	2,164,509
N64	3	269,752	3	954,110
Dreamcast	4	119,996	13	525,365
PlayStation	8	106,900	25	508,732
Saturn	5	100,650	14	518,991

Gimme some sugar, baby





## Survival horror's great grandfather gets a wicked facelift

In Paris, off a claustrophobic alley, through a mythically huge doorway, up a flight of Victorian oak stairs, you'll find Darkworks Studios, the home of *Alone in the Dark: The New Nightmare*. The path to the studio is poorly lit, the stairs creak and groan, and our footsteps echo eerily. It sets the perfect mood for our invitation to see what Darkworks co-founder and artistic supervisor Guillaume Gouraud expects to be "the last must own game for the PlayStation."

Inside the bright studio there's no gloom save for the wicked visuals on the video screens showing off the work in progress. Originally a team of eight, Darkworks now has 47 pouring their efforts into Edward Carnby's latest frightening cinematic adventure.

Production was near what you'd find in the making of a movie. A lot of drawings, a lot of pre-work," says Antoine Villette, co-founder and managing director of Darkworks. "For example, one team works on the backgrounds, led by [Nicolas Bouvier], a famous French comics illustrator who did work for the Star Wars comics in the U.S. And we asked one well-known French girl, Claire Wendling, who also draws comics, to work on the beasts and the monsters."

The preproduction work is as impressive as what's fast becoming a finished product. Bouvier marshaled a team of artists to produce more than 500 drawings (shown on the left, along with their 3D in-game counterparts) for 120 different locations. Each location was based on three to four drawings, some of which took as long as two days to complete.

"The main goal was to capture a sense of atmosphere. We managed to make designs that actually had feelings," says Bouvier. "The scene had to be fantastic, but it couldn't be too weird. If it was too strange or

spooky, if it was too deadly, people would object to the whole thing."

While having set a dreary stage, the detailed images also show off an acute realism that sets up a high level of film-like drama.

"It gives the player a movie feeling with realism and fantasy mixed together," said Villette, whose original 100-page script has grown to over 800 pages through an intense collaboration with Darkworks co-workers. "That's why using 3D backgrounds and rendered characters seemed like a perfect mix. By doing this we want to erase the frontier between movies and gameplay. Anyone at Darkworks could work in the movie industry, but we like the freedom the game industry grants us."

No horror movie or game is complete without the critical element of suspense. Creating that dynamic and difficult element is the job of lead game designer Pascale Luban, who, along with many of the Darkworks employees, is inspired by the movie industry. "Movies try to build tension—it goes down, it goes up, and then down again. My job was to build that kind of rhythm into the game. It was a major challenge."

Attention to detail can often make a decent movie great, and the same can be said for video games. Gouraud definitely thinks so. "Footsteps are a perfect example of detail. We used 68 footsteps sounds for each character. It makes sense to go to that extreme. When you first start playing a game like *Resident Evil*, you hear a particular sound for footsteps and it isn't distracting; it doesn't seem repetitious or fake. But later on, a couple hours into the game, you realize the footsteps are the same. It's that same sound over and over."

The sound and visuals are as important to *The New Nightmare* as Carnby's flashlight is to his survival. While the incredible lighting effects



[Mansion lights can be so unreliable, as they always seem to burn out] and the creatures add to the game's cinematic feel, the rationale behind the monsters adds to the spirit and tone

"We made a list of all the different types of fears, and the ways you could die from that fear, and made up creatures to create that fear in the person playing the game," explains Gouraud. "For instance, the tentacle monster can grab your legs if you're near water and pull you down so you drown. There are 15 monsters, so that means 15 ways to be killed."

Besides the legendary Edward Carnby, who's starred in all the Alone in the Dark games (though there's no connection between DarkWorks' effort and those games, outside of the title), there's Aline Cedrac, a new heroine. "We wanted the heroine to be sexy but sophisticated," says Vilette. "She may be attractive, but she's not overwhelmingly endowed. She's a repr character. We knew it would be important to have a real female with brains."

The connections between Aline and Edward add plenty to the experience, particularly to the complexity. "I think that depth makes us different from Resident Evil," said Luban. "We have two characters, which isn't new. But here's what's interesting: If you take Carnby, you go on in your adventure and you'll see that sometimes the background of the story changes. Why? Because Aline has modified it. There's a real relationship between the characters, one necessary to finish the game."

The wait is shortening for the new Alone in the Dark, which is set to release in the first quarter of 2001. So what should fans of survival horror really expect?

"I hope that The New Nightmare will be a stepping stone to a new generation of horror games," says Vilette. "But the genre is already widening and there are lots of talented people who will improve upon that. What I'm quite sure of is that The New Nightmare will be one of the last great adventure games on the PS1."



"We asked a painter to do pictures for the game because we didn't want to have only text," explains Vilette. "It's not only visual, but it helps you understand the story. If you see a strange man in a painting, someone who seems out of place, you know it stands for something special. 'Who is this, and what's he doing in the painting?' And if he's holding an item, you can expect to find it."

Who's laughing now?



**ION BRADLEY SNYDER**

## AUNT BERU VS. C-3PO: MAKE IT SO

My only problem with LucasArts is that their games are just too damn hard. I know—call me a wuss, or a geezer. I won't deny it. I'm sure someone reading this right now is saying, "Are you kidding me? I finished Jedi Power Battles in an hour and a half!"



Truth is, I'm not the video game warrior I once was. In my youth I got locked in a grocery store one night during an hour-long Defender game. Now that I'm 31 and have a 10-month-old baby, I don't have unlimited time to play games (to put it mildly). My recipe for a good game is simple: explore, destroy some stuff, and solve easy puzzles.

In the past, some LucasArts games have lapsed into what I call "precision jumpmaster" mode. That's when you have to make a series of exact jumps, and gameplay comes to a screeching halt. I can never do this right—all it does is torture me.

LucasArts is moving away from this tact and seems to be getting more and more adventurous with their upcoming titles. Starfighter, Demolition and Obi-Wan (for the PC) are all looking really cool. But I've got a few sure-fire suggestions for Star Wars games:

- A retro-game emulator for the PlayStation: How cool would it be to play all three Atari arcade games, as well as all three Super Nintendo cartridges again? In Super Return of the Jedi there was a sequence where you got to play Slave Leia in bikini on Jabba's Sail Barge using her neck chain as a weapon. Nice. If you wanted to get REALLY geeky, you could add emulations of the '80s Atari 2600 carts like Jedi Arena.

- Get Anthony (C-3PO) Daniels to do some original voiceovers: C-3PO's constant kvetching in Star Wars is one of the funniest things in the films. What would the Golden Droid have to say about the sewage level, Anoat City, from Dark Forces?

- Masters of Teras Kasi 2: With these characters—Wicket, Jabba the Hutt, Wampa, Aunt Beru, C-3PO and Zuckuss the bounty hunter. Let me do a move where Wicket body slams Jabba by grabbing his tail and I'll be very happy. The reward for beating the game would be unlockable fighters like Ewok babies and Wuher the bartender.

- An All Terrain Armored Transport Simulator: LucasArts has revisited the Empire Strikes Back Hoth battle many times, and each time they do it the gameplay just gets better. But they've never done an AT-AT Walker simulator. Flight simulators are fun, but every now and then I'm in the mood to step on something rather than shoot it.

Consider the gauntlet thrown down, LucasArts. I await your response. In the meantime, I have one other small request: Can you make games saveable ANYWHERE in the game? This would really help when I need to stop on a dime and change some diapers.

*Jon Bradley Snyder* is the editor-in-chief of *Star Wars Insider* magazine. He recently took an embarrassing amount of time to complete *Marble Madness*.



# TEKKEN

to light up the big screen next year

Listen up, Tekken fans: Namco is currently working on a movie based on the fighting game series, and it may be ready as soon as the later part of next year. As with Square, Namco is well known for its CG rendering talents, and just like the *Final Fantasy* Movie, the Tekken picture will be completely CG based. Namco has reportedly entered into a venture with Sony and Polygon Pictures to create the CG animation house Dream Pictures, which is now said to employ 200 digital artists to work on the film. The budget for the Tekken movie is also said to exceed \$60 million. We'll keep you updated with more details as we hear them.



# Climax Backs the PS2

Although Climax is a name you're probably not familiar with, it's likely you've played at least one of its 100 games. Having released titles under a number of top publishers, the company has spent a majority of its existence porting games from platform to platform. But now, with the emergence of the next generation consoles, like the PlayStation2?

Climax intends to start delivering some big-name original content. And it's likely over the next few years you're going to get to know some of these new games pretty well.

Climax did a lot of conversions and this allowed us to build up huge financial reserves with relatively low risk and have put us in the strong position we are in today. Climax's Karim Jeffery told us.

Now we're using that money to start working on more original and self-financed projects. Jeffery continued. At the moment we are dedicating most of our energies toward PlayStation2. And although a good portion of these games are being kept secret, such as an RPG for the PS2 entitled Symphony of Light, two of the PS2 titles the company is



talking about are a ready, running meat-

One is called The Defense, a combat game that was first developed and prepared for release on the Dreamcast, and should be out sometime next year. With The Defense, Climax promises to capture the gritty aspect of their sport-battle-rage genre game before it. The regular playtime is a lot of time working on the character's fighting motions. One player that has been very proud of is that he's been able to do it. Every punch has a specific sound effect. And if you're this good, you can get the screen can start to go into a special mode. It's a great way to get the player's attention, and it's a great way to get the player's attention.

Another PS2 title is called The Works, a Street Fighter-style fighting game. According to Jeffery, the game makes use of the PlayStation2's graphics to create a more realistic fighting game. The game is designed to be a more realistic fighting game, and it's a great way to get the player's attention.

We'll deliver more details to you in other Climax games, including one possibly starring Austin Powers in the near future.

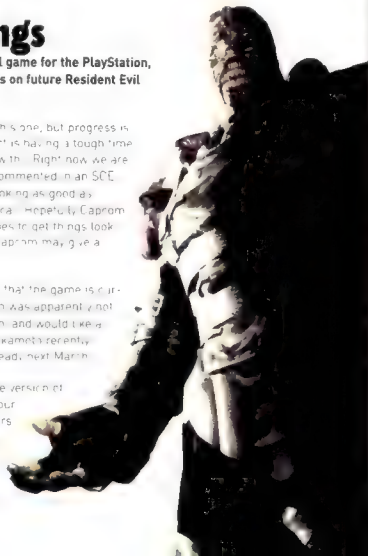
## Resident Evil Rumblings

It's been a while since Capcom has put out a Resident Evil game for the PlayStation, so we've been doing some digging to find out some details on future Resident Evil titles headed for the PS2.

**Resident Evil 4:** Capcom is currently hard at work on this one, but progress is moving slow. Unfortunately, the team working on the project is having a tough time trying to get the game's visuals up to a level they're happy with. Right now, we are stuck in a deadlock. Capcom's Yoshiki Okamoto recently commented in an SCE Online interview: It's a fully polygonal game. But it's not looking as good as Onimusha so far. It can't be even compared to Code Veronica. Hopefully, Capcom will be able to further tap into the PS2's graphical capabilities to get things looking good. When will we first see this game? Chances are, Capcom may give a teaser at the next Tokyo Game Show.

**Resident Evil Code Veronica:** Word on the street is that the game is currently being ported from the Dreamcast to the PS2. Capcom was apparently not too satisfied with the sales figures of the Dreamcast version, and would like a much larger audience to be able to experience the game. Okamoto recently commented that the PS2 version of Code Veronica will be ready next March.

**Resident Evil Online:** Capcom is working on an online version of Resident Evil, and while this game is shrouded in secrecy, our sources have dug up some early details. In the game, players are citizens of Raccoon City. The objective is to fight off the zombies that have infested the neighborhood. However, if you get bitten by a zombie, then you will become one of them and it then becomes your mission to hunt down the humans. And if lots of people turn into zombies, it makes the game a living hell for the humans.



# EVIL DEAD

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## TOMMY TALLARICO VIOLENT NATURES

Al Gore recently announced that his vice presidential candidate will be Senator Joe Lieberman.

If Gore gets elected...God help us all! I know nothing at all about politics and certainly don't follow it much. What I do know is that Lieberman (like Attorney General Jim Ryan) doesn't like video games because he just doesn't get it. To review, Lieberman was the fool who said that John Madden Football '92 was very harmful to kids because it shows a player getting taken off the field in an ambulance after getting hurt! Ryan is, of course, the latest to describe video games as "murder simulators," and has told people that any young child could walk into an arcade to play harmful games like Quake and Carmageddon. How about getting off the Chuck E. Cheese wagon and doing a little research! (Does this mean I get my own FBI file now?)

Which brings me to violence in video games. Yes, it's been written about a million times, but I can't understand why no one has given these painfully obvious responses.

Last time I checked, Caine didn't bludgeon Abel with a Virtual Boy (although if there was one around, he should have). And as far as my records show, Ted Bundy wasn't a big Crash Bandicoot fan. So what if certain gunmen reportedly had some first-person shooters on their hard drives? Would we have heard about the Unibomber's obsession with Pokémon Yellow? My point is this: Violence is part of human nature. It has been since the beginning of time and will probably continue to the end of time. Video games have never had anything to do with the violent behavior of human beings.

But what about present times? Maybe it's unfair to compare today with the past. OK, fine! How come the Japanese people are widely known as being one of the most civilized and polite cultures on the planet, yet they also buy most of the video games? Hmm... How about this: In the Middle East [where we hear about violence on the news nearly every day], how come I don't see them scrambling to Babage's to purchase Mortal Kombat 4?

I think games, like movies, should be rated and only sold to people who are old enough to buy them. I have no problem with that and would highly encourage it. Check IDs, for sure! And punish stores that don't just like for porno and alcohol! But don't tell me that video games are the reason for outbreaks of violence in this country! In the '50s it was rock-n-roll that was destroying our youths, and now they're pointing the fingers at us. I'm not buying it!

Tommy Tallarico is the owner of Tommy Tallarico's, which produces adult games, movies, and more. He is also the author of the book "Violence in Video Games: The Truth About the Industry and the Media." He can be reached at [tommy@tommytallarico.com](mailto:tommy@tommytallarico.com).



## Lieberman's Gameplan

The man who may be our next vice president is also a leading voice against video game violence

Joe Lieberman, the Connecticut senator who is Al Gore's vice-presidential pick, has a reputation for being a tough, no-nonsense guy. He's also a vocal advocate for video game reform. Lieberman has been a leading voice in the push for a federal rating system for video games, and he's been a vocal critic of the video game industry's self-censorship. He's also been a vocal supporter of the video game industry's efforts to combat piracy.

Lieberman's stance on video game violence is a mix of personal conviction and political pragmatism. He's a devout Catholic, and he's been a vocal supporter of the Church's teachings on violence. He's also a vocal supporter of the video game industry's efforts to combat piracy.

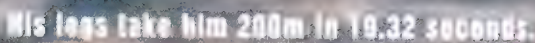
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**EIDOS**

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# PS2 SURVIVOR

For five years we've been introduced to new faces, new mascots, new monsters. For those years we've plodded our heroes, even anti-heroes, through adventures, sacrificing anything (time, homework, girlfriends) for their glory: first digitally, then with analog. Attachments have grown, loyalties flourished.

Now, at the dawn of a new PlayStation era we at *OPM* have forced ourselves to ask, as we always do, the difficult question: Who will have what it takes to stand out from the crowd? Who will have the longevity to withstand PlayStation's second coming? Who will *survive*?

A thousand-seat committee has chosen 16 of the most capable, inspired Survivors and placed them onto a secluded, tropical paradise (save for the starving tigers, the lack of food, and the polygonal-sucking mosquitoes). PS2 Island, as it will be known, is located somewhere in the Adriatic Sea. The teams feature some of the PlayStation's best, most popular and most loveable characters.

This month we'll start with 16, but by next month's issue only eight will remain, and the voting will continue until there is only one man/woman/monster standing—though they're allowed to sit (it's going to be a long couple of months).

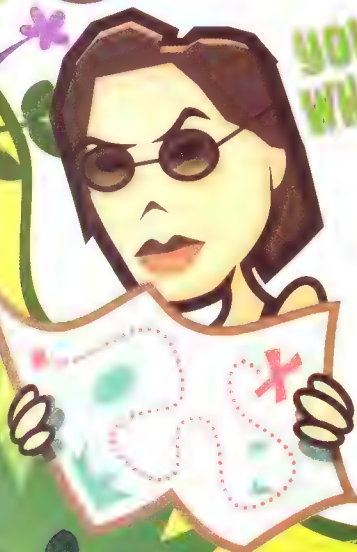
So, who decides who'll stay and who'll go? You. Yes, *you*, the reader. But it's not just a simple vote: We want stories, anecdotes, situations that rise up on the island. Who forms alliances and why? Who's the most useful? You tell us of overheard conversations. Justify why you're voting against one of the islanders, make up challenges for the sake of immunity, and deal the final vote to vanquish a character from the sanctity of the island.

Vote early, vote wisely, but, please, for the integrity of all things PlayStation, don't vote often. Each voter's name, unless he or she stringently disagrees with winning cool, free stuff, will be placed in our pretty wool top-hat for a drawing to win cool, free stuff. One lucky contestant will win the bodaciously super-secret Grand Prize.

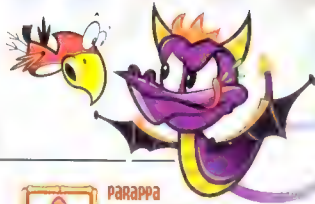
E-mail us now at [survivor@ziffdavis.com](mailto:survivor@ziffdavis.com) to cast your vote against the eight characters you think won't survive on the PS2 Island!



YOU PICK  
WHO WINS!



# Tribe One—The Shaka Dula



## LARA CROFT

OPM odds: 2:1

**Strengths:** Distractingly top heavy, can reach difficult ledges in a single bound, that sultry accent.

**Weaknesses:** Distractingly top heavy; always off doing her own thing, strangely fond of Solid Snake's mullet.

**The Truth about Lara:** She gets the attention of both slack-jawed men and gaming gals. She's smart, witty, tomboyish but still sexy. With charm like hers, who's going to vote her off?



## FROGGER

OPM odds: 50:1

**Strengths:** A veteran of surviving speeding cars—so an island under any circumstances is a veritable vacation; has a virtual Citronella candle for a tongue to rid the island of pesky bugs.

**Weaknesses:** Snakes love frog legs; being a frog is a stumbling block in conversation.

**The Truth about Frogger:** Against all odds Frogger managed to make an exquisite living for himself on the PlayStation and is conniving enough to survive again.



## ABE

OPM odds: 8:1

**Strengths:** So ugly he's adorable, uses stealth, charm and conversation skills to muddle his way through tricky situations.

**Weaknesses:** Reluctant to lead; explosively flutulent; predilection toward alcoholism among his species.

**The Truth about Abe:** A true survivor. His species faced extinction several times, but thanks to lovable Abe, the Mudokons escaped several fates worse than death.



## AYA BREA

OPM odds: 60:1

**Strengths:** She's a sharp-shooter with an intimate knowledge of advanced weaponry—plus an arsenal of supernatural "Parasite Energy," cracks jokes in the face of danger.

**Weaknesses:** Occasionally lets her mitochondria get the best of her; doesn't work well with others; slightly bipolar personality.

**The Truth about Aya:** Though she's a tough gal with a steely disposition, the strong-but-silent types often get a bad rap.



## GABE LOGAN

OPM odds: 20:1

**Strengths:** Remarkably capable of running in one direction and shooting in another; sneaky.

**Weaknesses:** Runs like a big silly; people are intimidated by his head-shot proficiency; islanders think he worships Solid Snake.

**The Truth about Gabe:** Rarely is the sequel inferior to its predecessor, but even that didn't stall Gabe's momentum. He's a legitimate survivor because of his military background. But, oh, how he pines to be Snake!



## SPYRO

OPM odds: 15:1

**Strengths:** Multitalented dragon who can breathe fire, glide, swim, even skateboard; chicks dig Spyro's purple helmet of a head.

**Weaknesses:** Too precocious for most red-blooded men; stubby wings; has a strange, Liberace-like fetish for collecting jewels.

**The Truth about Spyro:** The little dragon who could, Spyro shows the world that you can be a tough, ass-kickin' dragon and still retain a sweet, sensitive side.



## PARAPPA

OPM odds: 75:1

**Strengths:** The pure entertainer of the island; he's got mad rhyming skills and knows how to put it to music;

doesn't take up much room.

**Weaknesses:** He's 2D, and being flat and surviving around a bunch of 3D people really makes one feel insecure (I trust us on this!).

**The Truth about Parappa:** As insecure as his 2D-ness might make him, Parappa is here to win. His songs double as anti-3D propaganda, but so slyly that no one notices.



## CHUN-LI

OPM odds: 99:1

**Strengths:** She's got legs and knows how to use 'em: a couple of spinning star kicks can easily chop

wood for a fire; easygoing and friendly.

**Weaknesses:** Her dead father is a real distracting issue, making her pretty unstable.

**The Truth about Chun-Li:** Chun-Li is fun-loving and easy to get along with, but her problem stems from an obsession with M. Bison. She'll talk anyone's ear off about how she wants to put an end to this dude.

# Tribe Two—The Dadongle



## SOLID SNAKE

OPM odds: 3:2

**Strengths:** His skulking ability keeps him up on the top island gossip; true vision of confidence.

**Weaknesses:** Speaks in that annoyingly mysterious whisper; the mullet freaks people out; he smokes like a chimney regardless of the surrounding asthmatics.

**The Truth about Solid Snake:** Snake is calm in testy situations and afraid to choke the life out of someone to get what he wants. The odds-on favorite to survive.



## SPIDER-MAN

OPM odds: 7:1

**Strengths:** Climbing ability helps him climb trees for coconuts; large "web-nets" prove effective in catching

fish; can easily move heavy objects with spider-strength; rapier wit.

**Weaknesses:** In keeping his sweaty costume on at all times to conceal his alter ego, Spidey has developed a repulsive odor.

**The Truth about Spider-Man:** He may be closing in on 40 years as an icon of pop culture...but is that enough for PS2 supremacy?



## CLAIRE REDFIELD

OPM odds: 25:1

**Strengths:** Standing arm's length away from a zombie, shotgun or no, shows off mass courage.

**Weaknesses:** She's convinced her life is constantly at risk of being corrupted by a strange disappearance; maybe a tad brain-fried from always facing off against zombies.

**The Truth about Claire:** This chick is tough as nails, but already she's trying to alert her brother that she's been kidnapped. Kidnapped?! She agreed to do this!



## THE ROCK

OPM odds: 9:1

**Strengths:** The People's Elbow cracks those hard-to-open coconuts for nourishment.

**Weaknesses:** He relies on help from other wrestlers (who, consequently, aren't on the island); always trying to shove handfuls of sand up the other Survivors' "candy asses."

**The Truth about The Rock:** When the Rock raises his eyebrow, people should listen. Yet, with all this talking in the third-person business, everyone thinks he's a drama queen.



## NINA WILLIAMS

OPM odds: 35:2

**Strengths:** Classy, British, sexy; she can take care of herself in a fight; resourceful and has the whole secret agent background working for her. Could probably handle things on her own.

**Weaknesses:** Has a tendency to pick fights. **The Truth about Nina:** This Tekken goddess been a PlayStation pin-up since before the days of PlayStation pin-ups. You'd think by now that she'd be getting old, but she remains a popular gal.



## CRASH BANDICOOT

OPM odds: 5:1

**Strengths:** Has mastered a repertoire of spiffy moves; is native to jungle islands; swims, drives, runs, shoots, flies—this bandicoot does it all.

**Weaknesses:** Inexplicable fetish for fictional fruit; fraternizes closely with tiger and polar bear cubs; irrational fear of Animal Planet's Crocodile Hunter.

**The Truth about Crash:** While Crash may have sold more games than anyone else on the list, his popularity could be waning.



## SWEET TOOTH

OPM odds: 100:1

**Strengths:** He has spiky hair and a sense of humor; likes ice cream...handy on a hot desert island, yes?

**Weaknesses:** He's an evil, psychopathic, gun-toting, missile-firing clown...who drives an ice cream truck.

**The Truth about Sweet Tooth:** Having outstayed his welcome in four games that can't seem to keep a straight course in terms of quality, Sweet Tooth may fare similarly when trapped with more useful individuals.



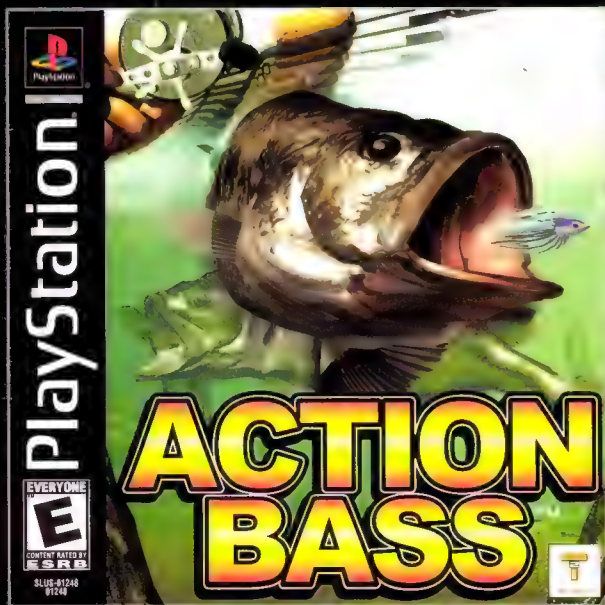
## GEX

OPM odds: 250:1

**Strengths:** He's quite versatile: he can snowboard and scuba-dive; uses his tongue to get to hard-to-reach places; master of disguise.

**Weaknesses:** The smart-ass comments are about as charming as starving to death; can rarely keep his comments to himself.

**The Truth about Gex:** Gex isn't a bad geco; in fact, for a geco he's a great. Problem is he's way too saucy to keep peace on a deserted island.



After a hard day of fishing under the sun or competing in a tournament, you look with awe at the trophies your angling skills have awarded you. In this action-packed arcade style fishing game, the player can either spend time leisurely casting across lake waters waiting for a bite on the line or they can enter an intense fishing competition where the only fish that matters is the biggest catch of the day. Along the way players will face all sorts of challenges including shifting water conditions, unstable weather and even more skilled opponents as he continually attempts to outwit the wily bass during each season of the year. Amazingly realistic fish behavior ensures that no fish is caught without a fight and that reeling in a winner delivers optimum angling action excitement.



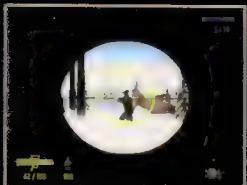
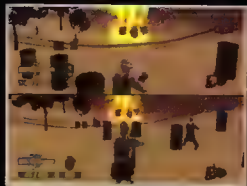
- :: Tournament-style Challenge Mode, free-wheeling Free Mode, and an Extra Bonus Mode.
- :: Lure Action Gauge allows the player to monitor lure movement easily.
- :: Enjoy watching fish (up to five heaviest) you brought back in the Aquarium Mode.
- :: Five diverse lures are available at the beginning, covering a wide range of water conditions and lure movements. More lures will be available as the player gains experience.
- :: Wide variety of "lure action" possible to attract bass, some requiring retrieving or rod movements only, others requiring skillful combination of the two.

**\$9.99\* GOT GAME? \$9.99\***  
 \*Suggested Retail Price

[WWW.TAKE2GAMES.COM](http://WWW.TAKE2GAMES.COM)

■■■SPEC OPS:

STEALTH PATROL



Welcome to the US Army Rangers, one of the toughest and most elite of the world's military task forces. Your main objective is to control your team of Rangers and eliminate opponent targets while completing mission sub-tasks in the time allotted. Choose between stealth or all out frontal assault- It's up to you. 3D action, time pressure and realistic combat will keep you begging for more.

Immersed in huge, outdoor 3D environments you and your team members must successfully execute your tasks which revolve around several different mission objectives including reprisal attacks, seize and destroy missions, counter-terrorist attacks and raid and destroy missions. Each environment is unique, not only in look and feel, but in game play as well. With the emphasis on action and realism, navigate your team with guns blazing or silently under the cover of darkness across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

Do you have what it takes? Will you be able to complete your mission, though you may be the lone survivor?



- 5 intense mission campaigns each with numerous sub-missions based on real activities carried out by the US Army Rangers
- An arsenal to choose from including shotguns, grenades, machine guns, sniper rifles and more
- 3 difficulty levels - Private (Easy), Corporal (Medium), Sergeant (Difficult) offers massive replay value
- In the 2 Ranger option the player has simultaneous control of 2 Rangers
- Create an inventory filled with hi-tech equipment to aid the Rangers in their tasks - GPS navigation for moving through dense landscape, tripwire mines to booby trap enemies, nightvision goggles for stealth accuracy, med kits for injury repair and more

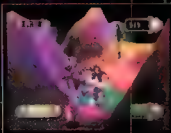
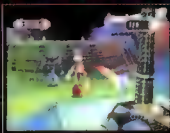
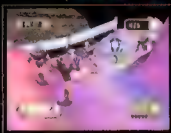
**\$9.99\* GOT GAME? \$9.99\***

WWW.TAKE2GAMES.COM



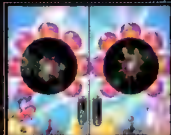
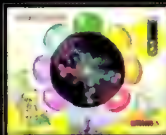
## ■■■BALL BREAKERS

Roll with the punches! Roll over the competition!



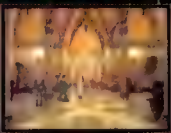
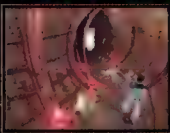
## ■■■SPIN JAM

Ultra-addictive arcade action puzzler!!!!!!



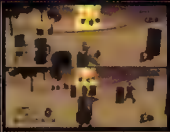
## ■■■MARTIAN GOTHIC

Horror on an intergalactic scale!



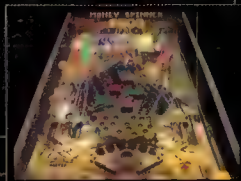
## ■■■SPEC OPS: STEALTH PATROL

The enemy is expecting you tomorrow. You're already there!



## ■■■PRO-PINBALL BIG RACE USA

Pro Pinball. Big Race USA delivers more adrenaline-pumping action than your brain can handle!



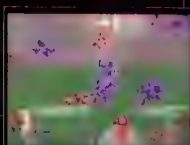
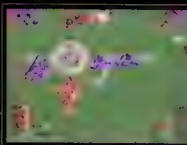
**\$9.99\* GOT GAME? \$9.99\***

WWW.TAKE2GAMES.COM



## ■■■ SPEEDBALL 2000

Extreme sports have been taken to the next level!



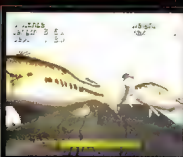
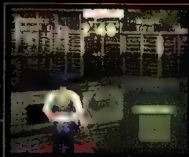
## ■■■ GRUDGE WARRIORS

There is no such thing as friendly fire.



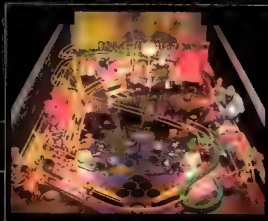
## ■■■ ACTION BASS

Pulse pounding white knuckle action of bass fishing is here!



## ■■■ PRO-PINBALL FANTASTIC JOURNEY

Steam powered time travel will whisk you away into the world of pinball.



\* Suggested Retail Price=\$9.99.

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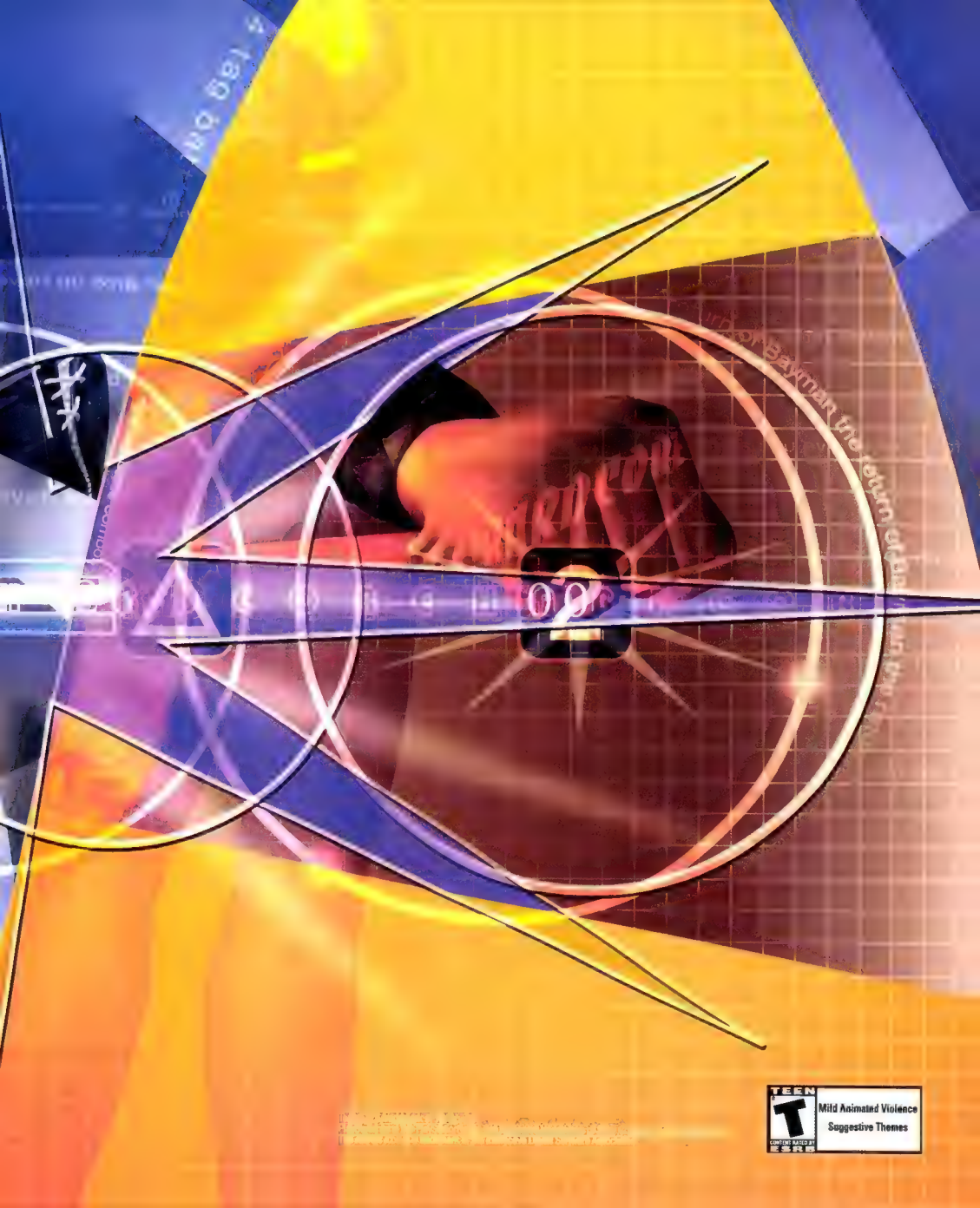


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PlayStation®2



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**TEEN**  
**T**  
MILD ANIMATED VIOLENCE  
SUGGESTIVE THEMES  
CONTENT RATED BY  
THE F.B.I.

## The Matrix Sequels Delayed

Production of *The Matrix 2* and *3* is on hold until scripts are completed, producer **Andrew Mason** told the *Sydney Morning Herald* newspaper. "There's some preliminary planning going on, but without the scripts, no one can really lock anything in. So everybody's lining up every option and holding their breath." The sequels were supposed to begin filming on a back-to-back schedule this year in Sydney. Mason told the *Herald* that shooting probably won't start until the middle of next year because of the lengthy preproduction necessary for effects-heavy movies.

Delays are actually good news to someone, though. **David Perry** and his team at **Shiny**, who are working on *The Matrix* video game for PlayStation2, are aiming to have their product out at the same time as the second movie. Looks like they'll have a little longer to work on games now.

## More X-Men

**Ian McKellen**, who plays Magneto in Fox's *X-Men*, told fans that filmmakers will meet soon to discuss the expected sequels. In response to a question on his official Web site, he said, "After a well-earned rest, the producers will regroup with Fox next week to plan the *X-Men* sequel. **Patrick [Stewart]** and I are contracted to take part."

In *X-Men* game news, Activision's long-term Marvel Comics deal looks as if it will spawn a large number of games associated with the series. Aside from the already announced comic book-based projects, we've learned that games are scheduled to accompany both movie sequels.

[www.mckellen.com](http://www.mckellen.com)

## Indiana Jones At Last!

**Harrison Ford** told SCI FI Wire that he's eager to reprise the role of Indiana Jones in a fourth movie. "I'm looking forward to the opportunity to make another film," Ford said while promoting *What Lies Beneath*. Ford added, "There are some efforts under way to come up with a story. When the three of us—**[George] Lucas** and **[Steven] Spielberg** and I—all have a film that we all have confidence in, we'll do it." Ford, 59, told *New York Daily News* columnist Mitchell Fink that he's not too old to do his own stunts in the upcoming movie. "I can't tell you whether all the special effects will be used or not. But if you're asking me if computer animation is going to be used because I'm too old and creaky to do the action, then absolutely no."

[www.scifi.com](http://www.scifi.com)

## X-Files For Two More Years?

**Robert Patrick** (*Terminator 2: Judgment Day*) will replace **David Duchovny** in Fox's *The X-Files*, playing the new partner of **Gillian Anderson**'s Dana Scully. Duchovny will appear in about 11 episodes of season eight, and Patrick will be worked into the storyline to replace him, *Variety* reported. Series creator **Chris Carter** announced Patrick's hiring on July 20, according to *The Hollywood Reporter*. *Variety* also reported that Patrick is slated to begin filming

episodes on July 24. He is one of four actors who tried out for the *X-Files* job, beating out **Lee Diamond Phillips**, **Hart Bochner** and *OPM*-fave **Bruce Campbell** for the role. Also this month, we've learned that **Gillian Anderson** has signed up for another year after this, ensuring that the show will run into a ninth year after this season wraps.

[www.xfiles.com](http://www.xfiles.com)

[www.hollywoodreporter.com](http://www.hollywoodreporter.com)

## Ridley Scott Does Terminator

**Ridley Scott** is rumored to be in line to direct *Terminator 3*, according to Hollywood columnist **Jeffrey Wells**. Writing on *real.com*, Wells reported that Scott recently told an interviewer that he expected to direct *T3* after completing *Hannibal*, which is now in production. A number of video game publishers are already chasing the PS2 rights.

[www.real.com](http://www.real.com)

## Spider-Man Update

Director **Sam Raimi** confirmed in a taped message at the International Comic-Con in San Diego that the villains in his upcoming *Spider-Man* movie will be the **Green Goblin** and **Dr. Octopus**, according to the *Comics Continuum* Web site. "They do battle on the rooftops of Manhattan, and the Goblin uses his devices from his Goblin glider (his own personal winged transport) to his infamous pumpkin bombs, stun bombs, blast bombs, and he also uses his bag of razor bats—you don't want to know what those things do," Raimi said. As you no doubt know by now, young **Tobey Maguire** has landed the role of Peter Parker. Maguire is best known for his work in *The Cider House Rules*, *Wonder Boys* and *Pleasantville*.

[www.comicscontinuum.com](http://www.comicscontinuum.com)

## The Dark Knight Returns...Again

**Frank Miller** (*The Dark Knight Returns*) told *Comics Continuum* that he's working on a sequel for DC Comics, *The Dark Knight Strikes Again*, due in 2001. "Batman and Superman remain enduring American myths," Miller said. "But many folks don't realize how rich DC's pantheon of heroes is. These characters have a magic to them and speak to fantasies shared by young and old. Anybody who knows me would tell you I can't stop talking about it. It's an absolute joy to bring fresh eyes and long-held affection to these guys and gals in tight costumes."

[www.comicscontinuum.com](http://www.comicscontinuum.com)

## Stan Lee Presents...

**Stan Lee**, who appeared as a columnist in these very pages last month, received a *Variety* columnist Army Archerd that he's currently developing new movies based on a number of ideas, including *The 7th Portal*, his Web-based animated series. "There are two dozen more ideas I haven't had time to work on yet," he said. "We're going to do more animation on Web sites as we go along." That includes the *Star Ship* project, which is based on an idea by *Star Trek* creator **Gene Roddenberry**.

[www.stanlee.net](http://www.stanlee.net)

[www.variety.com](http://www.variety.com)



**Chauncy Greer Jr.**  
San Francisco, CA  
Dante, Moray  
Looking forward to  
RPGs like *Underrail*,  
*Eternal Blue* and  
*Chorus* *Excess*  
**Favorite games:**  
*Final Fantasy*



## Bookmarks

**www.buzzsite.com/goodies/MGSnamegen/**  
Learn your Metal Gear code name with this handy generator. Can you guess which *OPM* editor happens to be Jackstraw Stallion?

**www.viewaskew.com**  
Site of filmmaker Kevin Smith (*Dogma*, *Clerks*). Find nfo on his films and plenty of other goodies.

**www.playstation.com**  
The official PlayStation Web site, and home of the PlayStation store.

**www.rottentomatoes.com**  
Movie reviews collected from numerous outlets on one site. It's the best way to find out if a film is "fresh" or "rotten."

**www.gamespot.com**  
Our Web partner on ZDNet. News, reviews and everything you want for all game systems.

**www.senate.gov/~lieberman/**  
The man who may be our next vice president is also a leading crusader against violent video games. Head over to Senator Joe Lieberman's site to keep yourself informed.

**www.thegia.com**  
The Gaming Intelligence Agency offers multisystem game nfo primarily focused on RPGs and other fanboy fare.

**www.namco.co.jp/home/cs/lineup/mrdriller/room/wallpaper/index.html**  
Download wallpaper of *OPM's* favorite mascot, Mr. Driller.

**www.mcsweeneys.net**  
The funniest literary site on the Web features stylings by those scribes who write well enough to be published.

## DVD Movies

• Hey, arena fight-to-the-death fan! Ridley Scott's *Gladiator*, starring Russell Crowe, will hit the sales racks on Nov. 14.  
**www.gladiator-thefilm.com**

• Relive the conspiracies when *X-Files: Second Season Collector's Edition* releases on Nov. 7. It features behind-the-scenes footage, a DVD-ROM game, interviews and apparently much, much more. It'll retail for \$149.90, but check out **express.com** if you're looking for a bargain.  
**www.thexfiles.com**

• A walk down memory lane led us to news about the *Back to the Future* Trilogy. Word on the street (and in the future) says a January 2001 release is likely.  
**www.universalstudios.com**



**www.shaft-themovie.com**

• Mel Gibson's recently released *The Patriot* will be coming to DVD sooner than anyone might have expected. It's now slated for an Oct. 24 release, and at press time **checkout.com** was offering the DVD for just \$18.17.  
**www.thepatriot.com**

• Sci-fi fans might be interested in knowing that *Pitch Black* is expected to be released (in November) in both an "R" and "Unrated" version. We don't yet know what

this means, but that Van Diesel is a hunk!  
**www.pitchblack.com**

• The only brutha more solid than Solid Snake, *Shaft* and his witty antics can be expected sometime this winter. No word on the extras just yet, but we're hoping for more Busta Rhymes. Can you dig it?  
**www.shaft-themovie.com**

## Sound Station

By John Scalzi

Each month we'll be reviewing albums from the bands that provide the aural soundscape to our gaming experiences. This month we review albums from bands contributing to the Tony Hawk's Pro Skater 2 soundtrack.



**Bad Religion: No Control**  
Epitaph Records



Wanna listen to music but don't have a lot of time? You'll love *No Control*—its tasty punk pastries, only one of which cracks the two-and-a-half-minute barrier. The entire album clocks in at 26 minutes (it was originally released in the pre-CD age of 1989, when you could still get away with something like that). It's short, but it's sweet: Bad Religion's only speed here is "fast," and they ram through their set with nifty punk fury. Top it off with Greg Graffin's snotty yet impressively literate lyrics slamming everything and everyone: "The caste of coffee achievers didn't perform like they planned / The morning rush hour traffic is our play of false elan." "Sling could sing something like that, except he'd make it sound truly freakin' annoying. Graffin, on the other hand, makes it sound like rebellion. It's a smart, nasty punk romp, and if it'll be over in less time than the latest episode of *Celebrity Deathmatch*. Can't beat that.

Final Score ●●●●

**Dub Pistols: Point Blank**  
A&M Records



Dub Pistols are regarded as one of the better examples of "big beat" wave you no doubt missed back in the mid-to-late-'90s, but that only points out the problem with this genre—and the genre of electronica as a whole. Which is, this sort of music is perfectly fine when you're at a club or a rave, your pupils dilated to the size of lunar craters and your serotonin receptors oversaturated by the thumping and the flashing lights and the tattooed hotties. But get it out in the daylight and it's sort of irritating. *Point Blank* has one track that makes it in the real world: "Cyclone," with its infectious ska tip fused with a light and fast rap (luckily, this is the track chosen for the Tony Hawk 2 soundtrack). The rest is thumpa thumpa thumpa faceless. Take the CD along to your next warehouse party, but don't expect to listen to it much beyond that.

Final Score ●●●●

**Rage Against the Machine: The Battle of Los Angeles**  
Epic Records



Something tells me that RATM lead singer Zach de la Rocha's militant Marxist stance could get tired really quickly if you had to deal with him on a daily basis. He's the kind of guy who would have spent his senior prom expressing solidarity with the kitchen staff instead of dancing with his date. But as the fiery, strident mouthpiece of RATM, he rocks. Thumbing through his lyrics is like sitting in front of a lefty political blast furnace, and since he's backed up by one of the harshest rock bands around, his rants are easy to take even when they become unfocused and sanctimonious. We're all saved by the band's crunch more than once. "Sleep Now in the Fire" is the perfect example of this: Zach gets loopy, name checking Columbus' ships, while the band's furious power keeps his train of thought from derailed. It's a group you can admire for its principles and that you can, like, totally thrash to. Good combo.

Final Score ●●●●

John Scalzi's been reviewing music since "nirvana" referred only to a state of spiritual enlightenment achieved through negation of self. Visit his Web site at [www.scalzi.com](http://www.scalzi.com). It's more fun than a prom date with Zach de la Rocha!

## Coming Soon to DVD

10/3/2000

The Brothers McMillen  
James and the Giant Peach  
(Special Edition)  
The Nightmare Before Christmas  
(Special Edition)  
The Time Machine  
Anniversary Edition

10/10/2000  
Cannonball Run

Jurassic Park  
Lost World: Jurassic Park  
The Rocky Horror Picture Show

10/17/2000  
Diamonds are Forever (Special Edition)  
From Russia with Love (Special Edition)  
Octopussy (Special Edition)  
A View to a Kill (Special Edition)

You Only Live Twice (Special Edition)  
Toy Story/Toy Story 2 (2-DVD Set)

10/24/2000  
American Beauty

10/31/2000  
Anna and the King (Special Edition)  
Touch of Evil



## Couples of a Feather Game Together

The gaming evolution continues (heck, PlayStation2 is only a month away!) and gaming is becoming more mainstream than ever. *Official U.S. PlayStation Magazine* continues to introduce gaming couples from around the country. This month we settled down with newlyweds Jarod, 24, a graphic designer/analyst, and Kari, 22, a student studying graphic design. Jarod's always been a big-time gamer, but when he discovered that Kari's father used to make Atari games it meant they had a lot more in common than they first thought.

### How did your gaming come about?

**Jarod:** I played games my whole life, and so had she because her dad made games for Atari. She has a knowledge of all the old games, just like I do.

**Kari:** Since we've known each other, we've always had a console lying around.

### Do you play competitively?

**Jarod:** It can get that way, but not real heavy. We keep it pretty even keel so we can go to bed happy.

**Kari:** We play the fighting games, like *Mortal Kombat*, but I actually like watching him play one-player games.

### If you ran the games industry for a day, what would you do?

**Jarod:** I'd have better two-player games made. There really aren't enough out there. I'd try to get them to link two PlayStations to different TVs so

characters would have free-roaming capabilities. A two-player co-op with free roaming would love a game like that.

**Kari:** Same here. Most good games are one-player, but two player games with equal involvement would be great.

### What do you think about the violence in games?

**Jarod:** It's no worse than a lot of TV and movies out there. It's up to the parents. They've stopped selling cigarettes to minors, but they don't yet limit the sales of games.

**Kari:** As adults we can handle the realism, but I can understand how you have to watch what younger kids play. Still, I think they should keep the games with violence. I don't mind it at all.

### What's the best thing about gaming with your mate?

**Jarod:** Having someone to play with. I'd say I like single player games. Like when I played through *Silent Hill*, she was as into it as I was, getting scared and all.

**Kari:** Basically, it's something different to do than watching television. I'm surprised how few couples game together. Most girls I know complain about their husbands or boyfriends playing games all the time. But even if I'm not playing I love to watch.

### Are you guys getting a PS2?

**Jarod:** Pre-ordered for the 26th. I can hardly wait.

**Kari:** Especially with the DVD player.



**Kari's favorite games:**  
*Abe's Odyssey*  
*You Don't Know Jack*

**Jarod's favorite games:**  
*Metal Gear*  
*Solid*, *Silent Hill*  
*FFVIII*

**Games they can't wait for:**  
*Tenchu 2*, *WGS2*, *Zone of Enders*,  
*ESPN International Track & Field*

**WE WANT YOU!**  
 If you play PlayStation games with your sweetheart, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. Please send us lots of photos (or at least one) and your phone number so we can give you a buzz. If you are lucky you may find your ugly mug and gaming story in our magazine. Please send only duplicate photos, as materials cannot be returned due to the volume of letters we get. Send stuff to OPM Couples c/o Ziff Davis Publishing, PO Box 3338, Oak Brook, IL 60522-3338, or e-mail stuff to us at [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com).



# GEAR

Hasbro's latest wave of Star Wars action figures includes a Coruscant Guard, a new Darth Maul, Mas Amedda and several others. The figures no longer have built-in COMMTech voice chips, and cost about a buck less than the previous times. Hasbro is also releasing a 300th Edition Boba Fett figure (commemorating the 300th Star Wars figure since 1978), due to hit stores in early November. • If you're looking for answers to life's tougher questions, turn to Tiger's Interactive Yoda, which responds to any and all queries. You can also play memory games and engage in lightsaber training with the Jedi master. • Some of the new additions to Lego's superior Star Wars line include a 1,304-piece X-wing fighter and a 659-piece Millennium Falcon. Also new, from Lego Mindstorms, is the Dark Side Developer Kit, which lets you create interactive droids to help you crush those pesky Rebels.



Hasbro Action Figures

Interactive Yoda

Star Wars Lego Set



HISBIE LAUNCHER



**GOSSIP, RUMOR AND SCANDAL. GAMING'S BIGGEST SECRETS DUG UP AND SERVED WITH GRAVY**

Only a month to go until PS2 launches, and the world's in a frenzy. Everyone I speak to is quivering with excitement over the whole thing. How delicious!

## DUNGEON KEEPER AXED IN FAVOR OF PS2 DEVELOPMENT?

Fans of the wildly popular PC series *Duke* will be glad to hear that the third game has been showed. There's an upside

though EA owns a computer B, it is not the case that they, by virtue of the fact that they own the computer, have the right to use it. After all, if they stand after using it, they are not allowed to go drinking over drinks.

with some of the budding of mine. I heard the thinking is that some of the finished games may be resurfacing for PS2

The most interesting of these is the Peter Molyneux period product line of games, which was axed a number of years ago. This was basically a superhero simulator that let you build your hero and then fight in a huge arena—just like the big fight scene in *Superman 2*. At the time it was the ambition for the

**DANCIN'...YEAH!**

**BARKIN MEANS:** Now that Konami has released Dance Dance Revolution in U.S. arcades, it seems we may actually see the PlayStation release of the game on these shores too. About blood, time. A rep from Konami recently let slip that it could happen and added that the company

has received a lot of mail from gamers asking for the game. It seems that increasing the sales can come from a lot of

## THE FRENCH

The French are still pushing for a long domination in the gas market. But the U.S. Energy Dept. has been pushing the world's free-market press that there are no gas shortages on the way. We are working on a new deal right now. It's a long-term deal. We're not going to let the world know we're doing it. But we're not going to let the world know we're doing it.

...that a deal with  
Elders close to  
compet in the  
... that  
reports of a  
\$1 billion deal  
are wild  
guessing and  
groundless

adding that "at the moment there are no formal discussions on any agreement or a price structure. However, he admitted that talks are under way. Yes, we are in touch with E.ON, it would be an interesting strategic fit. E.ON would definitely be an interesting market, but it's not just about it with a strategic

## LARA'S NEW 'DO...

speaking of Lara, it seems that we won't have to wait too long for the next installment of the Tomb Raider series, since the brilliant stopgap game that is Tomb Raider 5 is sorry.

Chronicles is out of the way, we get the real sequel. Our contacts deep within the powers of Core Design and Eidos are somewhat elusive about the plot behind the game, but I seems that I picks



**Clish  
MacLaver  
Gossip  
Gossip**

## Rumor Mill

Lots of little snippets of gossip this month, so I thought I'd lay them all out for you. First up, there's news from a number of sources that *Grandia 2* is extremely likely for PS2 at some point next year. Apparently Treasure is working on a bunch of PS2 projects, one of which is running under the working title of RS2. Could this be Radiant Silvergun 2? Or Rakugaki Showtime? • Guilty Gear X could be hitting PS2 soon, with Eidos lined up to release it in the States. • Raven is rumored to be parting their cool Star Trek Voyager first-person shooter to PS2. • Shiny's *The Matrix* game (technically *The Matrix 2*) will be out the same day as the movie. • There's a secret Non-Star Wars-based PS2 graphic adventure in development at LucasArts. We'll have more news on that little gem next month.



1. I'm after  
 2. I'm  
 3. At  
 4. on  
 5. A  
 6. I, the  
 7. the scent  
 8. As heard by  
 9. probably  
 10. know that (and  
 11. after  
 12. people, pro  
 13. the way one com  
 14. I've

[illegible]

...passed off Lard  
...see then? Could  
be. Apparently she's  
not the only star of the  
game either.

...AND LARA'S NEW  
MOVIE TOO

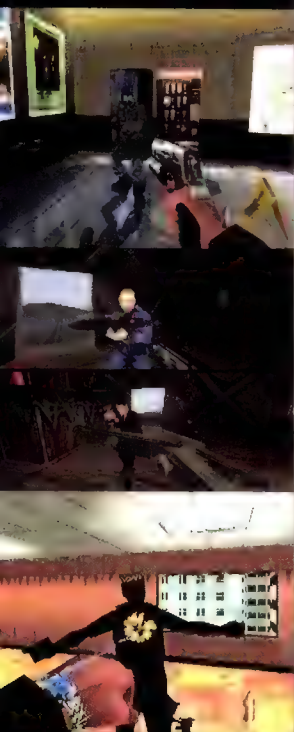
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## COLORFUL PERSONS?

And one other thing that's different is that the different coloring patterns after this year. It's such a cute looking machine. I would be lucky to see it in something other than the all-white.

## MADDEN GAMEDAY?

[illegible]



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PlayStation 2

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# JEDI MIND TRICKS

## Testing your Star Wars knowledge

In the spirit of this month's cover feature, the quiz for this issue tilts decidedly toward the Lucasian. Think you know all there is to know about the Star Wars movies, games, books and everything else? These questions should test your knowledge

to the max. We've even included a few simpler ones for those of you who don't know your wampas from your womprats. So go ahead and give them a go. Even if you're not quite Jedi Master material, you just might learn something anyway.



19-20	Jedi Master
16-18	Jedi Knight
11-16	Padawan Learner
6-10	R2 Unit
0-5	Wynock

**1. What is the correct spelling of Luke's home planet?**

- a) Tatoo ne
- b) Tattoo-ne
- c) Tattooine
- d) Hervé Villachaz

**2. Who wrote *Vector Prime*, in which Chewbacca dies a heroic death?**

- a) R A Salvatore
- b) Timothy Zahn
- c) Alan Dean Foster
- d) Kevin J Anderson

**3. What color was Obi-Wan's original lightsaber?**

- a) Red
- b) Light Blue
- c) White
- d) Neapolitan

**4. Which original action figure was not available through mail order?**

- a) 4-LDM
- b) Anakin Skywalker
- c) Admiral Ackbar
- d) 8-d-8

**5. What was the other movie Mark Hamill acted in?**

- a) *Camaro Sunset*
- b) *Corvette Summer*
- c) *Hyundai Sunshine*
- d) *Camino Real*

**6. Which of the following is not an alien race associated with the Star Wars universe?**

- a) Mon Calamari
- b) Hoojib
- c) Kodan
- d) Bothan

**7. Which classic game has never been associated with Star Wars?**

- a) Chess
- b) Clue
- c) Trivial Pursuit
- d) Monopoly

**8. What kind of farm did Luke's aunt and uncle have?**

- a) Vegetable
- b) Droid
- c) Moisture
- d) Soil

**9. The events of Star Wars: Demolition are set in what timeframe?**

- a) Between *The Phantom Menace* and *A New Hope*
- b) Between *A New Hope* and *The Empire Strikes Back*
- c) Between *The Empire Strikes Back* and *Return of the Jedi*
- d) After *Return of the Jedi*

**10. What is the main source of revenue on Bespin?**

- a) Gambling
- b) Tourism
- c) Gas Mining
- d) Import/Export

**11. Which character in *Masters of Teräs Käsi* married Luke Skywalker in a Dark Horse comic book series published earlier this year?**

- a) Mara Jade
- b) Jodo Kast
- c) Arden Lyn
- d) Thok

**12. A little bit of math for you: Take the number of Star Wars games already available for PlayStation. Multiply by the number of credits promised to Han Solo and Chewbacca by Obi-Wan Kenobi for passage to Alderaan. Add the number of actual movie characters found in *Rebel Assault II*. Subtract the number of Dark Forces PC games not on the PS (excluding expansion packs). Divide all of this by the number missing in this quote about the Millennium Falcon: "It's the ship that made the Kessel Run in less than \_\_\_ parsecs."**

- a) 5,666.8
- b) 7,083.5
- c) 5,666.75
- d) 7,083.3

**13. What was the first-ever Star Wars game?**

- a) Star Wars: Iarcadel
- b) *The Empire Strikes Back* (Atari 2600)
- c) Star Wars (Atari 2600)
- d) Space Invaders

**14. What are the wings on an X-wing fighter called?**

- a) X-foils
- b) THX-foils
- c) S-foils
- d) Wings

**15. What former student of Qui-Gon Jinn gone bad did Obi-Wan Kenobi help the Jedi Master defeat, leading Qui-Gon to reluctantly accept him as his Padawan learner?**

- a) Xixor
- b) Xur
- c) Xavier
- d) Xanatos

**16. Properly spelled, of what race is Chewbacca?**

- a) Wookiee
- b) Wookee
- c) Wookiee
- d) Wookye

**17. Of the following people/groups, who did not appear on the *Star Wars Holiday Special*?**

- a) Harnson Ford
- b) Bea Arthur
- c) Dick Van Patten
- d) Jefferson Starship

**18. According to the *Star Wars Holiday Special*, which of the following is not the name of a member of Chewbacca's family on his home planet?**

- a) Malla
- b) Lumpy
- c) Itchy
- d) Scratchy

**19. According to George Lucas, what is the origin of the name "Chewbacca"?**

- a) His uncle, who liked to chew tobacco
- b) A name that just "popped into his head"
- c) From an African dialect meaning "very tall"
- d) The name of his neighbor's dog

**20. When Luke Skywalker resigned his commission, who took over as leader of Rogue Squadron and led the attack on the second Death Star?**

- a) Major Derlin
- b) Captain Needa
- c) Wedge Antilles
- d) Han Solo

Answers:  
1. a 2. a 3. b 4. d 5. b 6. c 7. b 8. c  
9. c 10. c 11. a 12. b 13. c 14. a  
15. d 16. c 17. d 18. d 19. d 20. c



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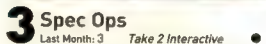
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## 2 Legend of Dragoon

Last Month: — *Sony CEA* ●●●●●

For years the only PS role-playing games that would shoot to the top of the charts were those developed by Squaresoft. Sony has taken some cues from the RPG giant, and has produced a stellar game that borrows some of the best aspects from the Final Fantasy series while adding an innovative and fun battle system. Sony managed to keep this one a secret during the three years it was in development. We sincerely hope they're secretly working on a PS2 sequel!



#### 4 WWF SmackDown!

**5 Tekken 3** Last Month: 19 Namco 

It's obvious this one's jumping back to the top of the list because of the PS2 anticipation. We're sure the bargain price helps a bit too.

	Last Month	Title / Publisher	Rating
1	1	Tony Hawk's Pro Skater <i>Activision</i>	●●●●●
2	—	Legend of Dragoon <i>Sony CEA</i>	●●●●●
3	3	Spec Ops: Stealth Patrol <i>Take 2 Interactive</i>	●
4	2	WWF SmackDown! <i>THQ</i>	●●●●●
5	19	Tekken 3 <i>Namco</i>	●●●●●
6	—	Driver <i>GT Interactive</i>	●●●●
7	4	Syphon Filter 2 <i>989 Studios</i>	●●●●
8	8	Syphon Filter <i>989 Studios</i>	●●●●
9	9	Triple Play 2001 <i>Electronic Arts</i>	●●●●●
10	7	Gran Turismo 2 <i>Sony CEA</i>	●●●●●
11	12	Crash Bandicoot: WARPED <i>Sony CEA</i>	●●●●●
12	13	Metal Gear Solid <i>Konami</i>	●●●●●
13	16	Namco Museum Vol. 3 <i>Namco</i>	●●●●
14	—	Digimon World <i>Bandai America</i>	●●
15	14	Spyro the Dragon <i>Sony CEA</i>	●●●●
16	11	MLB 2001 <i>989 Studios</i>	●●●
17	—	Gran Turismo <i>Sony CEA</i>	●●●●●
18	17	Namco Museum Vol. 1 <i>Namco</i>	●●●●
19	6	Jedi Power Battles <i>LucasArts Entertainment</i>	●●●
20	—	NBA Live 2000 <i>Electronic Arts</i>	●●●●●

Source: *Author's calculations*.

1	Colin McRae Rally 2.0	Codemasters
2	WWF SmackDown!	THQ
3	In Cold Blood	Sony CEE
4	World Champ Snooker	Codemasters
5	Hogs of War	Infogrames
6	Vagrant Story	Square
7	Medal of Honour	EA
8	Jedi Power Battles	LucasArts
9	Euro 2000	EA Sports
10	F1 2000	EA Sports

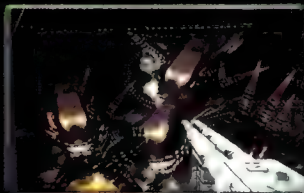
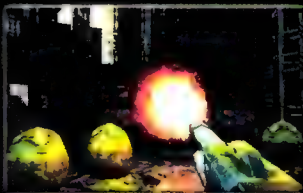
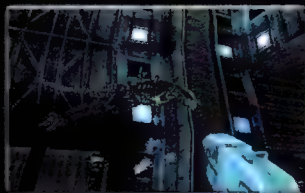
DON'T BE AFRAID OF  
THE DARK.

BE AFRAID OF  
WHAT'S IN IT.

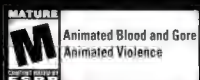
"Alien Resurrection is the most technically  
superb game available on the PlayStation"  
*PSExtreme*

"Compelling gameplay and genuine tension set  
Alien Resurrection above all other FPS games."  
*Gamers Republic*

# ALIEN RESURRECTION



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The Bouncer .....	68
Donald Duck .....	70
Dynasty Warriors 2 .....	80
ESPN Int'l Track & Field .....	80
ESPN NBA 2Night .....	72
ESPN NFL Primetime .....	78
Evil Twin .....	78
F1 Rally Championship .....	78
G-Surfers .....	80
Madden NFL 2001 .....	76
Moto GP .....	70
NHL 2001 .....	77
Ready 2 Rumble: Round 2 .....	78
Ring of Red .....	82
Smuggler's Run .....	77
SSX .....	74
Swing Away Golf .....	76
TimeSplitters .....	69
WDL: Wild Thunder Tanks .....	74
Wipeout Fusion .....	70
X Squad .....	76
Zone of the Enders .....	82

Finally, Square shows us more

As we told you last month, The Boonies stars those bunchers who work at a bar in the fringe town of the high-voltage Knapton peninsula, and, as fate, Kou Leloh can be seen to take with the best of them, and the young Son Barakel, who was recently traumatized by the death of his mother. One day, a girl named Doris gets into their home, and immediately takes a liking to Bul's delivery guy, but she's not kidnapping her, promising him and his love, Doris, to take her to the end of the road.

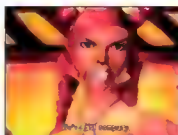
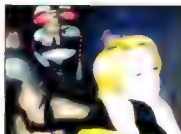
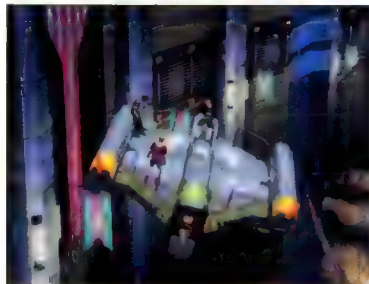
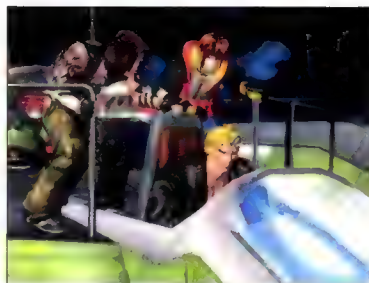
A showcase for his work on the **Square** titles such as *Final Fantasy*, *Crash Bandicoot* and *Triplane* is Eiji Takashi Tokita, who serves as producer for the latter part of a team of 30. When the project first started, Tokita wanted to release it as a one-time bonus with the *Final Fantasy* CD, but was ordered to make the most of the special development innovative gameplay for the game, so he doubled the development staff, budget and time.

The Darksiders, an epic saga, is a three-part epic that is an action roller coaster of a ride, and it's all contained in a few sequences. The high points of each episode lie between the events, a rare state that I'd like to include them in a minute. The first episode takes about an hour and a half to play, and it's a very fast-paced and a bit of a play, a little bit of a play, a little bit of a play. We have also included characters and some of the things that can only be acquired if you play the game extensively," says Tokida, "so we want it to be a little bit of a play, a little bit of a play, a little bit of a play."

What if that's not enough? Well, the new report features more than 100 icons that represent the primary and secondary functions of each layer action as well. During a fight, your character fights with his bare hands, but pressure is a key fighting skill. Although it is a fighting/action game, Tokita informs us, there are no complicated button commands. We have basic fire controls on Tobal and Ehrgeiz, but have also utilized the pressure-sensitive analog buttons of the PS2 controller.

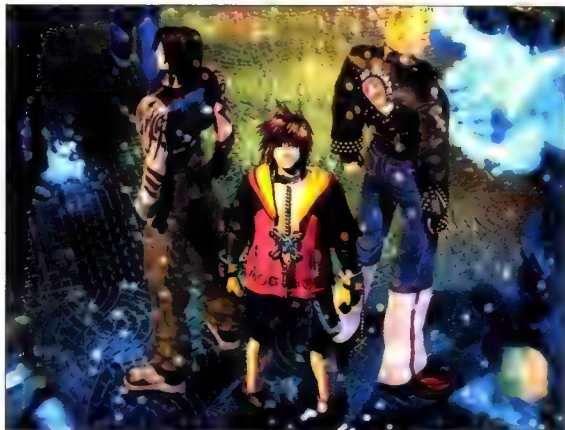
As one of the most anticipated by Square for the PS2, The Broken Sword was a game a fair amount of hype and early stages, much of which has since been matched, more the least, led to show anything at all. It's a game that still looks seems very optimized and quite enjoyable, but it's not the **winter**.

The best part of the PS2 title is the story, which is under a lot of pressure. But each day, you are amazed and excited at what we accomplish as we move toward completion. See you guys soon at FATE.



## October/November (subject to change)

Armored Core 2	Agetic	Action
The Bouncer	Square EA	Action
Dark Cloud	Sony CEA	Adventure
Dead or Alive 2: Hardcore	Tecmo	Fighting
Dynasty Warriors 2	Koei	Action
ESPN International's Track & Field	Konami	Sports
External Ring	Agetic	RPG
Evergrace	Agetic	Adventure
Extinction	Sony CEA	Action
Fantazian	Sony CEA	Puzzle
FIFA Soccer World Championship	EA Sports	Sports
Fusion GT	Craze	Racing
Groddus III and IV	Konami	Shooter
Gro Turismo 2000	Sony CEA	Racing
ICO	Konami	Adventure
Kessen	EA Games	Strategy
Knockout Kings 2001	EA Sports	Sports
Madden NFL 2001	EA Sports	Sports
Moonglight Club	Roadstar	Racing
NCAA GameBreaker 2001	Sony CEA	Sports
NFL GameDay 2001	Sony CEA	Sports
NHL 2001	EA Sports	Sports
Oni	Roadstar	Adventure
Rayman	Ubisoft	Action
Ready 2 Rumble Round 2	Midway	Fighting
R-Age Racer V	Manica	Racing
Roadstar Trophy	Inteligay	Racing
Silent Scope	Konami	Shooter
Smuggler's Run	Roadstar	Racing
SSX	EA Sports	Sports
Star Wars: Episode I—Starfighter	LucasArts	Action
Street Fighter EX3	Capcom	Fighting
Summoner	THQ	RPG
Swing Away Golf	EA Sports	Sports
Teiken Tag Tournament	Manica	Fighting
Timeslipsters	Edios	Racing
Top Gear, Dirt Devil	Kemco	Shooter
Unlabeled Tournament	Inteligay	Shooter
World Destruction League: Thunder Tanks	3DO	Action
Y. Sengul	EA Games	Action



### Square and PS2

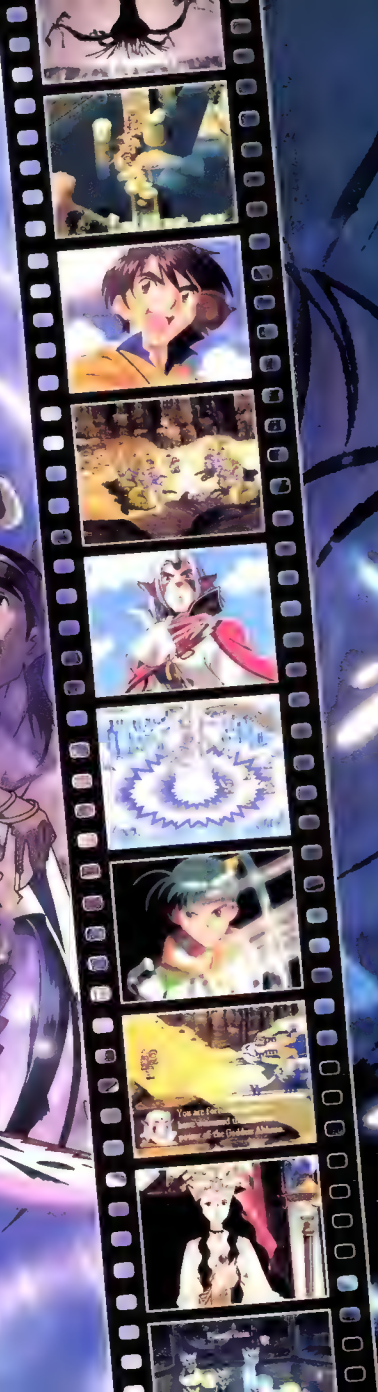
When asked about their favorite aspects of the PS2, The Bouncer's team members respond quickly. "The strength would definitely have to be the remarkable improvements to the graphical and audio expressions," says Takashi Tokita. "You will find the game to be very smooth, with the help of high-res pictures and visual adjustments done by the lighting and filter techniques. The Bouncer is shaping up to be a game that pushes PS2's limits."







*In The Darkest Hour,  
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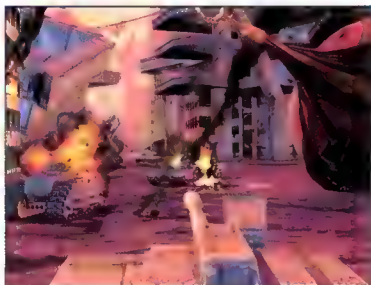
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**WDL: Wild Thunder Tanks**

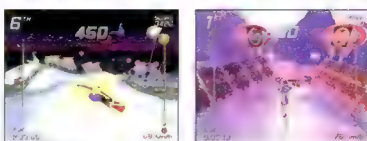
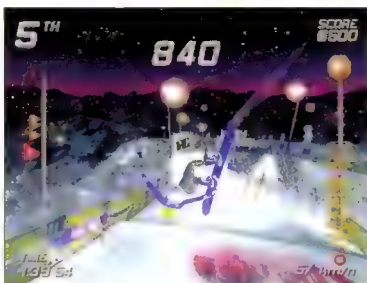
**3DO** When it comes to tank games, you can't get much more intense than **WDL: Wild Thunder Tanks**. This is a 3D tank game that's as much a strategy game as it is a shooter. You'll be commanding a team of tanks in a variety of missions, from defending a city to taking out a enemy base. The game is set in a post-apocalyptic world where the only way to survive is by using your wits and your tanks. The game is available on the 3DO console and is expected to be released in November.

**ESPN NFL Primetime**

As a fan of the NFL, you know that the game is as much a strategy game as it is a shooter. This is a 3D football game that's as much a strategy game as it is a shooter. You'll be commanding a team of players in a variety of missions, from defending a city to taking out a enemy base. The game is set in a post-apocalyptic world where the only way to survive is by using your wits and your tanks. The game is available on the 3DO console and is expected to be released in November.

**SSX****Screaming by at 65 mph in a winter wonderland**

It's a snowy, snowy world out there, and it's time to get out there. EA Sports' **SSX (Snowboard Supercross)** is available at launch, really, play. It's a snowboard game that's as much a strategy game as it is a shooter. You'll be commanding a team of players in a variety of missions, from defending a city to taking out a enemy base. The game is set in a post-apocalyptic world where the only way to survive is by using your wits and your tanks. The game is available on the 3DO console and is expected to be released in November.

**Muzak**

The tunes in **SSX** fire up the adrenaline as much as streaking down the mammoth bunny slopes. The game features a techno break beat soundtrack by Mix Master Mike (of Beastie Boys' *Hello Nasty* fame), Rahzel, Aphrodite and Mickey Finn, to name a few. Mix Master Mike's album *Anti-Theft Device* features furious, high-energy scratching along with smooth, soothing bits, too.



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PlayStation®2



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This game may not look like much more than a cliché third-person sci-fi adventure, but looks can be deceiving. EA Games has added uncommon features, like the ability to command a squad of up to four characters, setting basic attack and defense routines. The game also implements stealth tactics—like peeking around corners and the old “flick-and-roll”—with surprising intimacy. Let’s just hope the, uh, unusual co-crew is addressed before the **October** release.



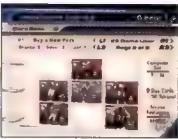
If you're looking to hit the links without stepping away from your new PS2 at launch, EA Sports' *Swing Away Golf* for the PlayStation 2 is an arcade-style golfing with seven different golfers on six different courses. A sweet feature that isn't par for the course is the caddy seat on. Depending on who on you use, the advice might just steer you wrong. Swing Away Golf transcends the sport, says Jennifer Miller, SAG's product manager. We'll find out soon enough.

like never before. Madden games better be wary of those big-armed, mean-eyed ends hanging after the QB. Why, you ask? Because you can't see them coming if you're always moving full stream. And running the ball, keep in mind, is the responsibility, so it's a lot ball! Monster-armed defensive linemen throw a QB's passing points at the opposing tackle or wideback, so to speak the end of the line for your halfback to sneak their way. When you're toe-to-toe with a cornerback, one man to beat, the absolute clear, swas, swas, you know, I cutting left, right or spinning is the best strategy to bear that I can in the first.

**EA Sports' Madden 2017** launch title, available on both sides of the ball. After a passing man throwing a receiver, waiting for a ball to pass into a wide receiver's hands depends on how many receivers are running in the play. Taking the time to look at each side we will cover some interesting questions that have to do with the game. The first edge feels like a due and when it comes to things that are important to the game, we will cover them up. The Upper Deck created Madden's first edge, a card that put them in the game, and the card, a state that put them in the game.



Beyond impressive graphics and gameplay lies an upgrade of last year's Madden Challenge. This year you're awarded points based on what challenges you achieve (a QB sack, run for 100 yards, not throwing an incompletion) at different difficulty levels (harder level equals more points). You can "spend" these points on packs of Upper Deck's suave Madden Cards, which can then be traded, wagered over a game or used to increase player attributes.



Illicit, off-road fun for everyone

An aerial photograph showing a forest fire. Two vehicles, possibly fire trucks or emergency vehicles, are positioned on a dirt road or clearing. The surrounding area is filled with tall evergreen trees, some of which appear to be on fire or are being consumed by smoke. The image is somewhat blurry and has a grainy texture.



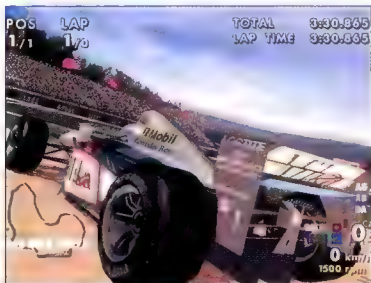
The sight distance in Smuggler's Run is simply amazing... but don't take our word for it. Check out the screen at right, taken from the highest point in the Forest level. You can make out what appears to be a blot of pavement just on the other side of the river (that's a full-sized train in the mid-foreground, just to give you a sense of the scale). But drive straight toward it and you'll end up in the middle of town (below). This clarity of vision really helps you around.



November 11, 2011

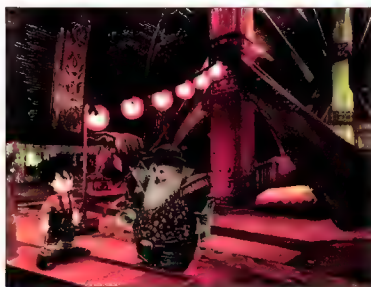


Since EA's original heavy title for the Genesis, no third-party game has been able to understand Bully the way it looks so good. It's not a surprise that the complete interaction of the game itself is as great as the graphics there; having his character react to people right before your eyes is a real kick. During steppe days, others might wonder if the weather that new being in the sky is really something, nothing, look for a launch.



## F1 Racing Championship

While Psygnosis said EA "is the great unknown" for the PS2, **Ubi Soft** isn't. In fact, EA's offer came from the French publisher, which is an ally of the licensed FIFA team. EA's offer to Ferrari was a little more of the Ferrari Connection. The game's developer, **Video System**, isn't a big name, but it has a long and solid track record in the PS2 world. EA's offer was a little more of the EA Connection.



### Evil Twin

Developed by **In Utero** and originally planned as a free demo, **Ubi Soft** selected the story of a Cyprinian apprentice, the young Adh'kash, who, in a parallel world to his home, must make matters worse by introducing the world of mortals and come to the Holy Way of Fight and Assassination, and make these enemies with a sword and an other interesting weapon, fighting throughout your quest. Face your fears next **spring**.

## Ready 2 Rumble: Round 2

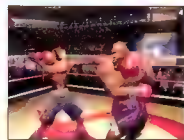
Where personality and being punched really mix

...madcap antics of **Midway's** Ready 2 Rumble return, and Round 2 looks fantastic. When last we saw him, the mad scientist Dr. Robotnik was plotting to take over the world. Now he's got a new plan: to take over the world by taking over the world. When last we saw him, the mad scientist Dr. Robotnik was plotting to take over the world. Now he's got a new plan: to take over the world by taking over the world. When last we saw him, the mad scientist Dr. Robotnik was plotting to take over the world. Now he's got a new plan: to take over the world by taking over the world.



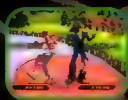
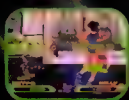
## Shaq-Fu!

Last time we saw Shaquille O'Neal he was slamming basketballs through the hoops en route to his first NBA Championship (even though he was only hitting about 30 percent of his free throws). Now, apparently, the silver screen star of *Kazaam!* and *Blue Chips* is Ready 2 Rumble. His unlockable R2R character features oodles of tattoos, including the one we can actually see during Lakers' games—the Superman logo on his left shoulder.



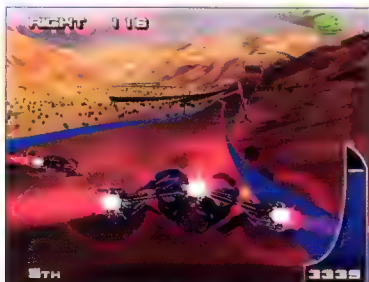
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## G-Surfers

WipeOut Fusion isn't the only antigravity racing PS2 game that we're looking forward to. King of the Hill's **Blade Interactive** is also delving into the genre with a racer called **G-Surfers** for release **next year**. What sets this game apart from the rest is what the developer calls a real "world simulator." Blade's Tom Grimsen explains, "The data has 100 percent coverage for the Earth and is properly mapped onto a sphere. So you can fly nonstop around the world in any direction." Sounds cool.



## Dynasty Warriors 2

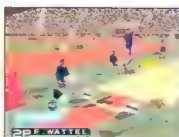
Now that **Koei** has sent us a playable version of this **launch** game, a few of us have had a hard time getting any work done. While some find the one-man-on-a-battlefield action to repeat itself a bit too much, the rest of us just can't get enough of this 360-degree evolution of Final Fight. Apparently, you all like it too—of all games shown at the PS2 track's busy stop in Chicago, DW2 was generally preferred even over the likes of Tekken Tag, Silent Scope and Ridge Racer.

## ESPN International Track & Field

Olympic emotion translates to agonizing blisters.

Pull on your spandex, tie your shoelaces tight, and, most importantly, chalk up your fingertips. This fall, **Konami** brings Track & Field to the PS2, mixing all the charms of wrist-aching button-mashing with graphics and sharp ESPN-style presentation that matches the international favor of the Olympic Games. And, just as the previous Track & Field games constantly put a player at risk of carpal tunnel syndrome, this new one will depend as much on technique as fast fingers.

The game is played through a menu that had the joy of playing eight of them so far, a few are unlockable. They include the 100m dash, 100m freestyle, long jump and skeet shooting. Rhythmic gymnastics, too, which is a little different from the gymnastics in its Dance Dance Revolution style, where accurate, rhythmic button-pressing is the key to a perfect 10. Four players at once compete with the Muttie mascot, the mascot of the game, in a virtual Sydney.



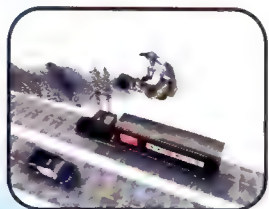


**I'd rather be  
pissing off skiers**

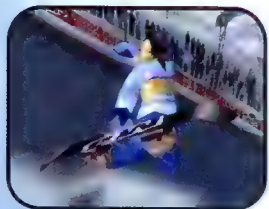
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## Theme Park Roller Coaster

Ever dreamt of building your own roller coaster? You know, one that would be filled with stomach-churning twists, lots of loops, and one of the most insane drops ever. Well, EA Games' new title for the PS2 allows you to do just that. And then you can ride your creations! Developed by Bullfrog, Theme Park Roller Coaster uses some of the best elements of the SimTheme Park and dishes out eight environments to create rides in. Look for this one in November.



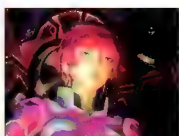
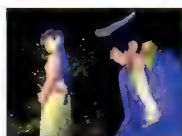
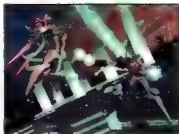
## Ring of Red

What if Japan refused to surrender at the end of World War II? This is the premise behind Konami's new strategy-simulation game for the PS2. Several factions in Japan refused to surrender to the Allies and this caused the country to partition. The game places you in control of one of the factions and requires you to battle opposing forces. And because it's set in the future, troops are fitted with Armed Fighting Walkers, instead of tanks. Red hits Japan this September.

# Z.O.E: Zone of the Enders

## Mech morality from Kojima and friends

While Konami is still keeping fairly tight-lipped about its upcoming mech game Zone of the Enders, we have learned a few extremely intriguing tidbits about the story and the way it progresses. Apparently, producer Hideo Kojima and director Noriaki Okamura are determined to give the game a moral bent. While at its heart Z.O.E. is an action game, your style of play determines how you are perceived in the universe and affects elements of the story. For example, in the midst of a huge airborne battle you might choose to seek refuge behind a building. But the buildings in the game are populated, and if they get seriously damaged, people die. If you ignore such elements, other characters begin to treat you differently. Conversely, if you show a care for your fellow man, even ADA, your computerized assistant, begins to respond differently, developing emotions and a degree of empathy. All this affects the mature, complex story, in a way that promises to be nothing short of enthralling. We can't wait for February 2001.



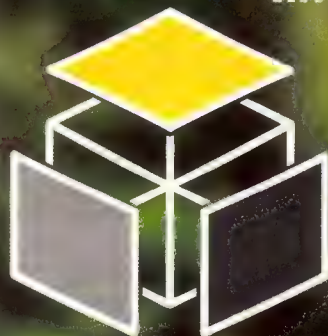
## Fighting Fair

The combat system in Z.O.E. allows you to target specific areas of the enemy's mech, giving you the choice between disabling your enemy by lopping off arms and legs or going straight for the cockpit to remove the pilot directly. Even boss characters give you this choice—but sometimes the easiest path isn't the best one. If you fight cruelly you will gain a reputation as a cold-blooded killer, which also affects how other characters relate to you.



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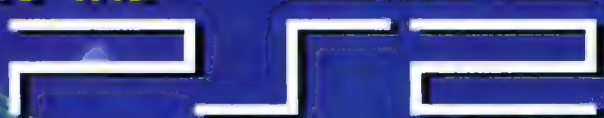
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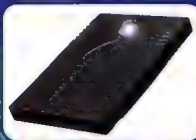
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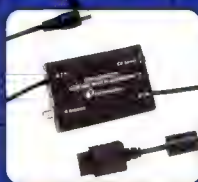
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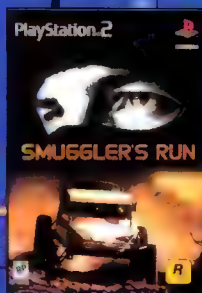
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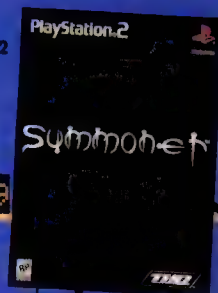
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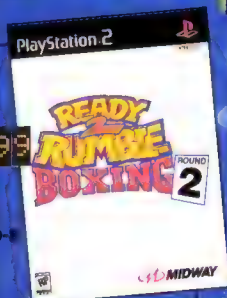
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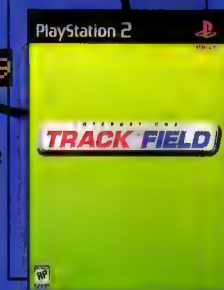
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ECW Anarchy Rulz .....	92	Tomb Raider Chronicles .....	87
Family Feud .....	94	Wheel of Fortune 2nd Ed ..	94
Frogger 2 .....	92	WWF SmackDown! .....	90

## September

Brain Resurrection	Interactive Action	Shooter	Art	Mort The Chicken	EA Games	Action
Brawl	Hasbro	Action	MTV Sports	Tim Lavin's BMX	Home	X-Sports
Dave Mirra Freestyle BMX	Midway	X-Sports	The Mummy		Kidman	Adventure
Destination Derby Road	Acclaim	Racing	Muskel Monster Adventure		Midway	Action
Dino Crisis 2	Capcom	Adventure	My Great Bear Mania		Hasbro	Racing
Family Feud	Hasbro	Trivia	NASCAR Heat		Hasbro	Racing
F1 Masters: Backlock Back	Southpeak	Action	NASCAR Racers		Hasbro	Racing
Frogger 2: Swampy's Revenge	Hasbro	Action	NBA Live 2001		EA Sports	Sports
Galaxy Destination Earth	Hasbro	Action	NBA ShootOut 2001		Sony CEA	Sports
In Cold Blood	Midway	Adventure	Rescue Heroes: Mother Menace		Artisan	Action
Jacuzzi'd 2nd Edition	Hasbro	Rescue Stage II			Midway	Racing
The Little Mermaid	THQ	Action	RPG Maker		Ageit	RPG
Macro Mania	Codemasters	Racing	Shogun in Paris		THQ	Action
Motor Racer	Informages	Racing	Shogun in Paris		THQ	Action
Mr. Pac-Man: Maze Madness	Hasbro	Action	Tim & Eric's House Top		Midway	Action
MTV Sports: Pure Ride	THQ	X-Sports	Ultimate Fighting Champ's Ship		Cave	Wrestling
MTV Sports: Skateboarding	THQ	X-Sports	Vampire Hunter D		Jaleco	Action
NASCAR 2001	EA Sports	Racing	Wild Thunders: Angel's Adv		Edutainment	Edutainment
NBA Ht 2001	EA Sports	Sports	Wolves Pambal		Informages	EA Games
NHL 2001	Midway	Sports	WCW 2001		EA Games	Wrestling
Parasite Eve II	Square EA	Adventure	WWF SmackDown 2		THQ	Wrestling
Power Rangers Rescue	THQ	Action	You Don't Know Jack Mock 2		Sierra	Trivia
RayCruz: Sense the Formation	Working Diggers	Shooter	<b>November</b>			
RayCruz: Sense the Termination	Working Diggers	Action	102 Demons		Edios	Action
Society 2001	The Upstart	Shooter	Alone in the Dark: T.N.K.		Informages	Action
Socra 2	THQ	Shooter	Batman Rogues		Ubi Soft	Racing
Sea Dogs Hydrocraze	THQ	Naval	Blade		Activision	Action
Snake Snake Snake	Hasbro	Action	Chicken Run		Edios	Adventure
Tony Hawk's Pro Skater 2	Activision	Sports	Crash Bash		Sony CEA	Action
Wheel of Fortune 2nd Edition	Hasbro	Puzzle	Dansey's Empress: Lost Groove		Sony CEA	Action
<b>October</b>						
Army Men: Sarge's Heroes 2	3DO	Action	The Dukes of Hazard 2		Southpeak	Racing
Backyard Football	Informages	Action	Final Fantasy IX		Ubi Soft	RPG
Backyard Football: Return/Joker	Kemco	Action	Gold's Gym: BodyFit Dandolo		Ubi Soft	Adventure
Blue's A Big Backyard Movie	Acclaim	Action	Grand Theft Auto		Rockwell	Action
Blue's Clues: Fire!!	THQ	RPG	Hidden and Dangerous		Take-Two	Strategy
Buzz Lightyear/Solar Command	Acclaim	Action	Hot Wheels: Extreme XTR Racing		Midway	Racing
Championship Motorsport 2001	THQ	Racing	Inspector Gadget		Ubi Soft	Action
DayKStone	THQ	RPG	Mad Max: Madness 2001		EA Sports	Action
Donald Duck Quack Attack	Ubi Soft	Action	Mr. Halloween's Pro BMX		Acclaim	X-Sports
Dragon Tales: Dragon Seek	Ubi Soft	Edutainment	McGrath's Dragonzoo Motorsport		Acclaim	Racing
Dragon Valor	Namco	RPG	Maxima MX		Capcom	Action
Eino in Groundhog	Mattel	Edutainment	MCA Fall Fight 2001		Sony CEA	Sports
Evil Dead: Hell in the King	THQ	Adventure	Midway 2		Midway	Racing
F1 Championship Season	EA Sports	Racing	Next's Bumble Boxing 2		Hasbro	Action
FIFA 2001	EA Sports	Sports	Rock on Sock: Rock to Roberto Ardena		Mattel	Action
The Grinch	Namco	Action	Sabrina, the Teenage Witch		Bentley	Action
Harvest Moon: Back to Nature	Konami	RPG	Spyro Year of the Dragon		Sony CEA	Adventure
HBO Boxing	Acclaim	Sports	Spyro Wars: Demolition		EA Sports	Adventure
Jarrett & Labonte Stock Car	Codemasters	Racing	Timber Woods PGA Tour 2001		Edios	Adventure
Jungle Bump Rhythim in Green	Ubi Soft	Dance SM	Torpedo		Edios	Adventure
LEGGO: Stunt Rally	LEGGO Media	Action	Torpedo		Edios	Adventure
lumino 2: Blue Blue Blue Complete	Working Diggers	RPG	Torpedo		Edios	Adventure
lumino on Gothic	Working Diggers	Adventure	Unleash the Beast		Ubi Soft	Adventure
Mark Waid and Ashley's Mark	THQ	Action	Wild Woodpecker Racing		Rockwell	Racing
Mega Man Underground	EA Games	Shooter	The World is Not Enough		EA Games	Action
Mega Man Legends 2	Capcom	Action	X-Men: Mutant Wars		Activision	Action

Though Crash Bash represents the first Crash game not developed by Naughty Dog, UK-based Eurocom appears to be maintaining the franchise's quality. Sticking around, though, is Mark Cerny, producer of the acclaimed previous games and partial programming contributor, who returns to helm this project. Says Cerny, "Universal picked Eurocom, and I agreed to be attached to the game because they wanted the continuity."

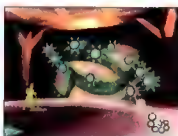
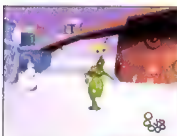






## The Grinch

Don't dismiss *The Grinch* just because it's a licensed platformer based on an upcoming film (which is, of course, based on the Dr. Seuss classic). Konami and Universal aim to create a title that will appeal to a cross-section of gamers. At the Grinch's disposal is a wide variety of gadgets, including a Slime Shooter, a Rotten Egg Launcher and a GrinchCopter. You can even use the green grump's rotten breath as a weapon. Get ready to ruin Christmas this **October**.



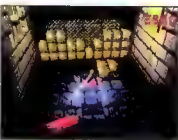
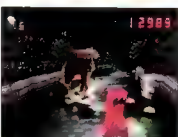
## MTV Sports: T.J. Lavin's Ult. BMX

If you want to be somebody in **THQ's** new BMX game this **winter**, you're going to have to master the three disciplines of pedaling street, vert and dirt. You can perform more than 50 separate land and air tricks (tailwhips, crooked grinds, truckdrivers, etc.), and you might even dupe a sponsor into vouching for you if you do well, thereby earning an invitation to the MTV BMX Competition. The game also includes 10 pro riders and a yet-to-be-announced MTV soundtrack.



## Breakout

For those of you just dying to relive the days of video gaming yore through another remake from **Hasbro**, *Breakout* might just satiate your need for updated nostalgia. Though most levels consist of the familiar Pong-like action of breaking blocks by bouncing a ball off a paddle that moves from left to right, you'll also experience unique events such as the escape from a red-stick-hungry wolf (see screenshot). The memories should come storming back **this month**. Try not to cry too hard.

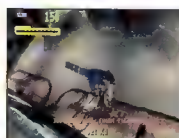
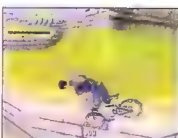


## Mat Hoffman's Pro BMX

Ridin' freestyle with Condor and Rooftop

According to Mat "Condor" Hoffman's biker bud Mike "Rooftop" Escamilla (who not only appears in **Activision's** MHPB—his house and the surrounding area are now one of the levels), "Mat's done everything for 10 years. Everything that Mat invented is other people's big tricks now. Mat's the first guy to do things first."

Those following in Hoffman's stupendous wake land also in MHPB, which comes out this **Fall!** include bikers Dennis McCoy, Cory Nastazio, Kevin Robinson, Simon Tabron and EXPN 2Night's Rick Thorne, with old-school hardcore street rider Joe "Butcher" Kowalski making his presence felt as well. The move-sets will be rider-specific, and the bikers are all doing their part to give input on styles, tricks and how cool they look on two wheels. The game features a wide array of moves, one stunt in particular, the Rocket Queen, inspiring us to ask Mat just what it was named after: "I was on the vert ramp and came up with a trick. I just couldn't think of a name for it," explains Hoffman. "I looked down and the first thing I saw was a Girl's N' Roses album. I just said, Rocket Queen." It's the title of a song on the album. No relation at all. I just named it the first thing I saw.



## Home Bikin'

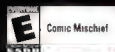
Strangely enough, MHPB features the area surrounding Mike "Rooftop" Escamilla's house as one of the levels in MHPB—his house is even right there in the game. For most of us it would make for a pretty humdrum day of biking, but Escamilla's crib boasts some sweet ramps, and you can even get to the roof of his home to perform some gnarly tricks. You won't be able to re-create your home with the BMX Park Editor, but you can build a bike park near you.

YOU BETTER  
WATCH OUT!



ONE MEAN  
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THIS FALL.

# THE GRINCH™

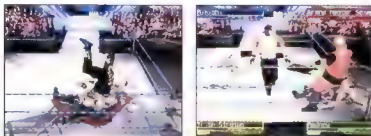


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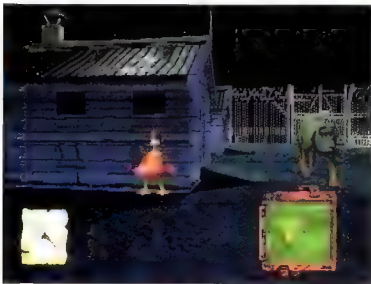
## WWF SmackDown! 2 (Know Your Role)

We don't have much time before the next WWF pay-per-view event, *SmackDown! 2: The Game*, is released. But PlayStation 2 gamers can get a taste of the action in *SmackDown! 2: The Game* now. The game features a variety of wrestling moves, including the "fall" move, which is a new addition to the game.



## Chicken Run

At the 19th Eidos game show, we saw a preview of the game *Chicken Run*. The game is a 3D platformer that features a variety of levels, including a farm. Each of the missions we played ended with a boss fight, and the game is set to be released in the holiday season.

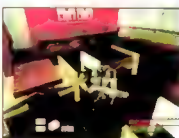
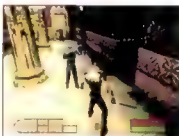


## Blade

### More Marvel goodness from Activision

While we've only previewed this version of a certain movie, the *Blade* game is a Marvel game that features a variety of levels, including a city. The game is set to be released in the holiday season.

**November Activation**  
The game features a variety of levels, including a city. The game is set to be released in the holiday season.



### Sequel Talk

According to Cinescape.com, Wesley Snipes will return to his half-human/half-vampiric role in *Blade 2: Blood Hunt*, possibly filming as you read this and due for release next summer. Plot details remain sketchy, but we're likely to see Blade team up with vampires, helping to put a halt to an even greater threat to humanity. Curiously, Cinescape also suggests Kris Kristofferson's return as the very dead Whistler. Like the game, could *Blade 2* be a prequel too?



# GUNGRIFFON BLAZE™

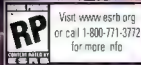
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— Gamers' Republic



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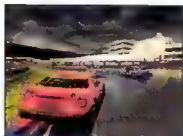
## ECW Anarchy Rulz

For those who love wrestling, but don't care for the glitz and glamour of the WWF or the WCW's hilariously sensibility, you're in for a treat. **Accclaim's Anarchy Rulz** (what's up with the 'z'?) heralds 60 of the most hardcore wrestlers, including the man who doesn't age for who does, but not gracefully, Dusty Rhodes. Among the game's 25 modes are the first-ever Dumpster Match and the Barbed-Wire Match. Hallelujah! Look to raise some serious hell in **August**.



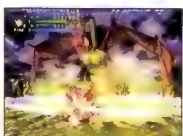
## Jarrett & Labonte Stock Car Racing

Signing two NASCAR up-and-comers to license a British Touring Car game is definitely an odd choice, but don't let this bit of deception turn you off. **Codemasters** has always been known for top-notch racing simulators, and this one looks to be the best of the bunch. Those wacky Brits have even reworked the physics in SCR to make them much more forgiving, something that all but destroyed the play value of TOCA 2. This'll be the sleeper hit of the year in the racing genre.



## Dragon Valor

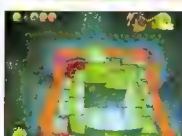
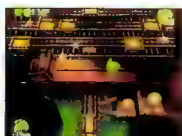
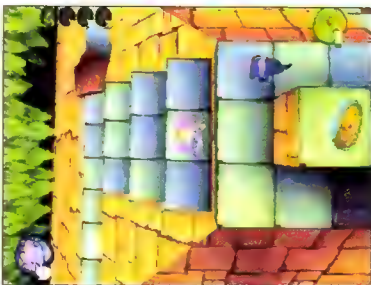
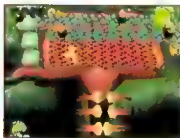
Action/RPGs have made a resurgence in recent months, with titles as diverse as *Vagrant Story* and *Threads of Fate* gracing the PlayStation. The latest entry is **Namco's Dragon Valor**, due out this **October**. Loosely based on the arcade classic *Dragonbusters*, DV often resembles a 3D platformer with some statistics and other RPG staples thrown in. The game spans several generations, and the characters you control are based on whom you chose to marry in the previous generation. There are quite a few dragons to slay as well.



## Frogger 2: Swampy's Revenge

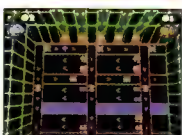
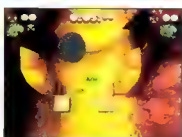
Oh! Frogger is set to hop right back to the top.

Critics lambasted the original PlayStation Frogger as nothing more than warmed-over roadkill, but gamers still feasted on that travesty like so many Frenchmen at an all-you-can-eat frog leg buffet. The sequel is sure to be another smash hit, but this time the success may be well deserved. **Hasbro** has hired a new developer (**Interactive Studios**) and scrapped the original game engine to create what's shaping up to be a much-improved game. Already, Frogger 2 looks, sounds and plays better than the first. Levels are more intelligently designed, and that horrible camera [which made the first nearly impossible to play at times] is no more. The essence of Frogger remains intact, though, you hop about avoiding all kinds of obstacles, rescuing little frogs. Along with the quest mode, there are plenty of retro levels that recall the arcade original, tons of time challenges, and lots of multiplayer competitions (see sidebar). Frogger 2 should jump into stores **this month**.



### Hop To It

One of the sole redeeming parts of the original PlayStation Frogger was the multiplayer levels. Frogger 2 tops its predecessor with a wide variety of two- to four-player challenges that include racing levels like *Valley Rally* and *Dock Dash*, survival levels like *Cornered* and *Boxed In*, and retro levels like *Way Back When* and *Gridlock*. There are eight multiplayer modes in all—enough for you and your buddies to stretch your frog legs in style.



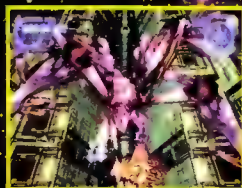
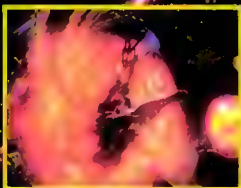
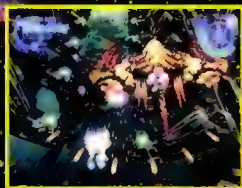
# SILPHEED

THE LOST PLANET

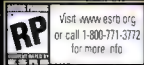
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## Family Feud

If you've ever inspired a game, Anderson on to find you a while later, the survey says, **Hasbro** will have you **this month**. The popular comedian hosts the show, and you can even replicate your own family with Make Family mode.



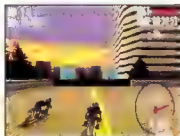
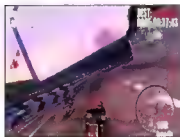
## Wheel of Fortune 2nd Ed.

Vanna White is back to host **Hasbro's** second Edition of one of America's favorite games. Now, spin the wheel in several different environments, and test your skills in Contestant Exam mode.



## Ducati

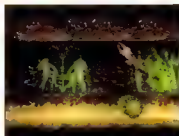
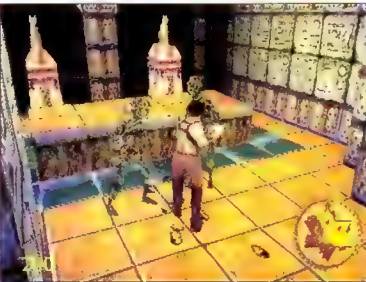
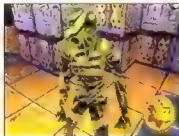
**Acclaim** and **Ducati** are teaming up for a racing game which will feature the ability to purchase and race both modern and classic models on the scenic Italian motorcycle tracks. You'll also be able to quell your inner **winter**.



## The Mummy

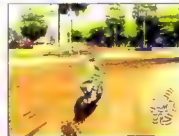
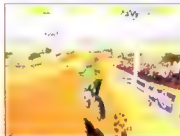
### Beware the curse

In this new adventure from **Konami**, play as Rick O'Connell, the hero of the hit film, and join his wife, Evelyn, as they explore the ancient world of Egypt. The game is set in the desert, and you'll be able to explore the ancient world of Egypt. The game is set in the desert, and you'll be able to explore the ancient world of Egypt. The game is set in the desert, and you'll be able to explore the ancient world of Egypt.



## Championship Motocross 2001

After a year of excitement, the game is back. This time, you'll be able to compete in the world's most famous motocross races. The game is set in the desert, and you'll be able to explore the ancient world of Egypt. The game is set in the desert, and you'll be able to explore the ancient world of Egypt.



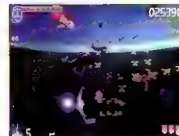
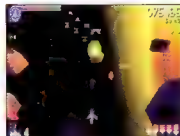
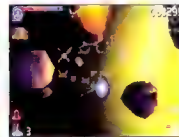
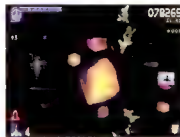
## Jeopardy! 2nd Edition

**Hasbro** has a new edition of the classic game show. The game is set in the desert, and you'll be able to explore the ancient world of Egypt. The game is set in the desert, and you'll be able to explore the ancient world of Egypt.



## Galaga: Destination Earth

After a year of excitement, the game is back. This time, you'll be able to compete in the world's most famous motocross races. The game is set in the desert, and you'll be able to explore the ancient world of Egypt. The game is set in the desert, and you'll be able to explore the ancient world of Egypt.



- **arms and ammunition worth over \$24,000**
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a new hope



star wars

## super bombad racing

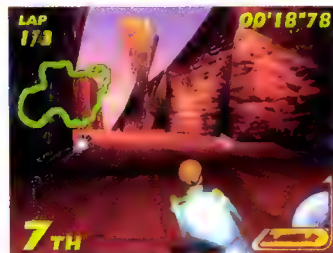
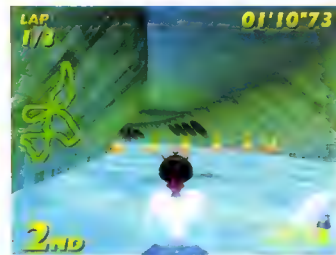
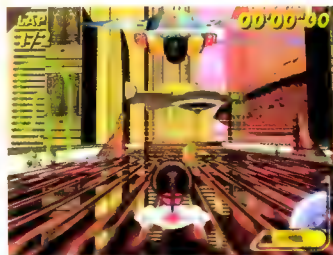
The term "Bombad" in Gungan apparently means "cool" or any other such superlative. So, when translated adequately, the true name of this is "Star Wars Super Cool Racing." Certainly a departure from the usually straight-faced attitude that we see with games. Why the sudden change in creative spirit? As you can see from the screens, the whole look of the game is very, very different from any previous Star Wars title. Hardcore gamers, upon learning that this is basically a Mario Kart/Crash Team Racing-style game done Star Wars style, immediately roll their eyes skyward, make tutting noises and tune out completely. Bear with us for a moment, though. It's worth it.

It has to be said that when we first heard of the project it did provoke calls of "cliché," "copycat" and sarcastic yawny noises. There's a tendency with Star Wars games to automatically expect the usual seriousness. Developed by Lucas Learning, who in case you didn't know, usually makes educational software (like you couldn't guess), the game was originally designed to amuse younger players. "The game's stylized look and humorous approach are a departure from traditional Star Wars games,"

Lucas Learning's director of marketing Dave Dresden tells us. "Though designed for a younger audience, we're confident the appeal is much broader."

So what's it like to play? Well, funnily enough it's remarkably like Crash Team Racing. You play one of eight super-deformed Star Wars characters...Yoda, Obi-Wan, Anakin, Darth Maul, Boss Nass, Jar Jar, Queen Amidala or Sebulba, and race in nine different environments. As you race around there are 25 different power-ups to fool around with that include all the things you'd expect from this type of game, various weapons, shields, boosts and then some character-specific stuff to lend the gameplay some balance. It's all gloriously innocent fun, and as with the best of the cartoon kart games, it can get extremely competitive when you play it multiplayer.

Graphically, as you can see it's really quite wonderful, and zips by very smoothly. What really stands out in the presentation, though, is the music. Whereas we're used to hearing John Williams' score parped out by a huge orchestra, in Bombad we hear the same tunes played cartoon style. Hearing the "Imperial March" bouncing along like it was part of a Bugs Bunny cartoon certainly helps set the tone for the whole game.



# STAR WARS GAMES: A NEW HOPE



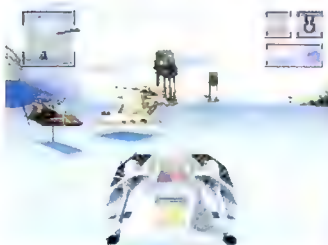
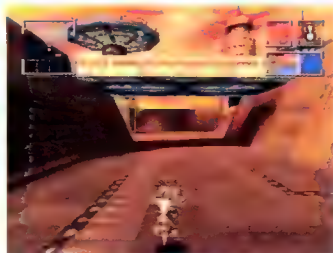
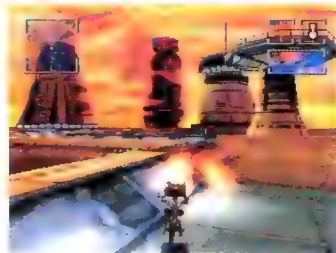
star wars

## DEMOLITION

Demolition is something of an anomaly in the world of Star Wars games. Whereas traditionally everything has been taken terribly seriously, it is the first of a number of new games that bend the rules. Developed as a partnership with Activision Studios and coded by Lucioflux, who you will no doubt recognize as the developers of Vigilante 8, the game certainly wears its influences on its sleeve. It's a "death-defying vehicular combat game" according to the press release. Which, when translated into normal-speak means that it's basically Vigilante 8 with Star Wars stuff in it. If the thought of that makes your skin crawl, you're not alone. Pretty much everyone who's aware of the project has cast doubts upon a) its credibility and b) its right to exist at all, but LucasArts is steadfast in its backing. "It's not something to be taken seriously," LucasArts president Simon Jeffery told us. "It's going to be an absolute blast for players, who'll battle with Star Wars vehicles and characters in ways they've never done before."

As with other vehicular combat games before it, the emphasis is very much placed on a multiplayer experience. You can play it alone, but you're not going to have as much fun as

when crowded around a bunch of friends, blowing the crap out of each other. Mitch Lasky, Activision Studio's executive VP, is particularly proud of this, and the way that they've Star Wars-fied the whole concept. "This will be the first game ever to unite elements from all four Star Wars films," he claims. And he's right. Where else will you find Boba Fett alongside battle tanks, snowspeeders, STAPs, a rankor and a swoop piloted by Aurra Sing (bounty hunter, commonly referred to as "Babe-a-Fett" by fans)? Well, you could try looking in any of a number of predictable locales such as Hoth or Tatooine to weird ones like the surface of the Death Star. To a hardcore fan the whole thing sounds like the very definition of sacrilegious, but it has to be said that it has a certain charm. When we arrived at LucasArts our initial reaction was that it all seemed a bit forced. However, this is before Vigilante 8's innate playability is factored in. If you ignore that the rankor is running around on the surface of a space station, or that Boba Fett looks silly, or that snowspeeders probably can't go backward, it has the potential to be an amusing distraction.



**Name** Quad  
**Vehicle Refurb** Quad Refurb  
**Species** Wookiee  
**Age** 27  
**Homeworld** Kashyyyk  
 A master of the Quad, Kashyyyk is a Wookiee who has been living on the planet of Kashyyyk for many years. He is a skilled pilot and a member of the Wookiee Resistance. He is also a member of the Wookiee Council and is known for his wisdom and leadership. Kashyyyk is a very important character in the Star Wars universe and is one of the most beloved Wookiees.



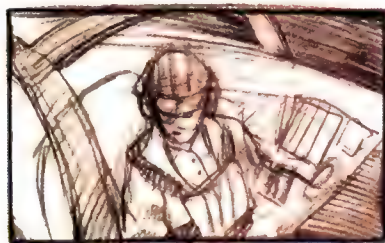
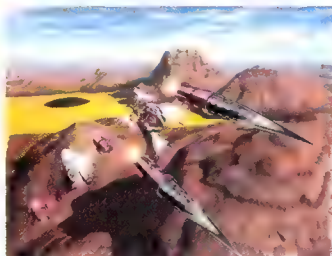
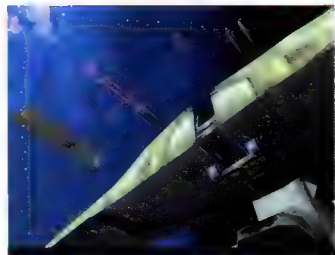
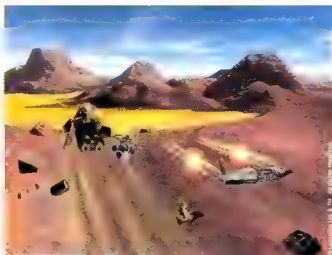
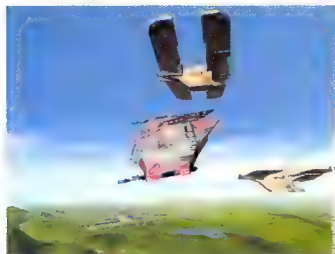
star wars: episode I

## starFighter

Star Wars games have been getting a bad rap lately. *Episode I* games released so far have met with a lukewarm reception at best, and the only recent product that anyone went particularly bananas over was *Racer*. Unfortunately, a PlayStation version of that never saw the light of day.

*Starfighter* will doubtless change all that, though. Certainly something with the potential to be filed under "jaw dropping," it takes all the best bits of previous LucasArts flight-combat games, from *X-Wing* to *Rogue Squadron*, and buffs them up with some PlayStation2 glitz and glamour. With huge numbers of ships, gloriously rendered environments, effects out the wazoo and a silky smooth frame-rate, it should prove to be a popular choice when it's released just before Thanksgiving.

Set very much within the movie time frame, it's concerned with the exploits of three main central characters: Rhys Dalloway, a Naboo *Starfighter* pilot, mercenary and ex-Trade Federation lackey Vana Sage; and Nym, an alien pirate who is described in LucasArts' press materials as "living a Robin Hood existence in the shadows of the Naboo system." Clearly he has forsaken the bow and arrow in favor of proton torpedoes and laser cannons in order to perform his "stealing from the rich to feed the poor" routine. Unlike previous *Star Wars*-themed combat games, you actually take control of all three of these characters at different stages of the game. There's no lone hero stuff here. The story is grittier and more personal than perhaps many of the licensed stories that we're used to reading. Early levels set up each of the characters' background and provide some insight as to why each of



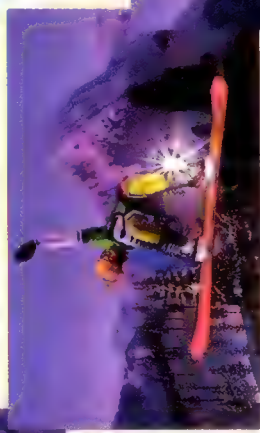
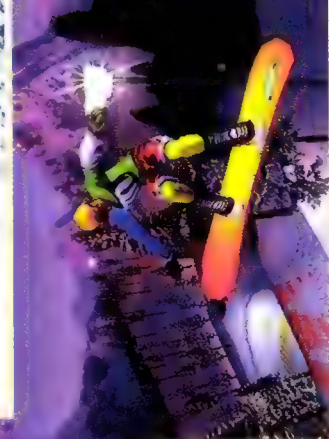
Reti: I got an emergency here. We need to use your base. Repairs to make-



Noni

Noni





# LAUNCHING October 2000

for PLAYSTATION<sup>2</sup>  
computer entertainment system

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PlayStation 2



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# STAR WARS GAMES: A NEW HOPE



**"to give you an impression of how big the environment is, that waterfall is about three kilometers high."**

—Jim Rice, Lead Artist

them has such a grudge against the Trade Federation. Rhys loses a friend and mentor in the heat of battle. Vana was double crossed in the past, and Nym loses friends and family in the aftermath of a pirate-raid-gone-wrong. Initially the characters build a tenuous partnership thanks to the intervention of Reli, a character who looks and acts remarkably like Watto from the movie. Later, as they earn each other's respect they forge a bond that carries them through to the end of the story... something which runs parallel with the timeline of the movie, helping bind things together

"There's a lot of character development," project leader Daron Slinnett tells us. "Initially we throw the player a fast-paced series of missions where you get to see each of the characters and participate in missions that each of them are running. This is cool though, as we get to give the player some insight into the events just prior to those of *Episode I*. The game needed a story and characters that could drive a flight-action game. Characters pulled directly from the movie wouldn't have done that," he explains. "You only saw characters like that right at the end. What's particularly rewarding about working like this is that we're actually the first to develop a new story based on the *Episode I* stuff." Slinnett is no stranger to developing stories that fit in with the Star Wars universe. Previously working on the Dark Forces games, he is

partly responsible for bringing an important character into the Star Wars universe in the shape of Kyle Katarn (the series' hero who has appeared in Dark Forces, Jedi Knight and the series of comic books and novels) and also a development of the stormtrooper in his work on the Dark Troopers from that game. "Stuff like that is really weird," he explains. "I was up at the Ranch [Skywalker Ranch, LucasFilm's "ground central" deep within the heart of Marin County, CA] the other day talking with the licensing people about stuff for Starfighter, and they dug out this really cool action figure of a Dark Trooper," he smiles. "I had no idea that they'd even made one. Apparently it was a fairly limited-edition thing, but it really shows how great it is to be producing things within the Star Wars universe. You can really have an effect on things."

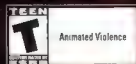
"As far as the story goes," production manager Reeve Thompson tells us, "we've very meticulously planned the whole thing. When you go to the Starfighter area in the offices, there's a wall with all of the scenes mapped out on a storyboard. It's been very important to weave the story throughout the levels, and really push the interaction between the three main characters. There are some very cool cut-scenes that hold the thing together that were scripted just like a movie."

When the game is booted up on the PlayStation2 development system in the "Darth Maul Conference Room" (so called



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YOU DEFEND YOUR HOMELAND.  
YOU DEFEND ALL THAT IS GOOD.

BUT FIRST, YOU MUST DEFEND YOURSELF.



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# STAR WARS GAMES: A NEW HOPE



## DVD At Last?

Although not officially confirmed by anyone at either Fox or Lucasfilm, we have managed to get our hands on some "top secret" information concerning the DVD releases of all four existing Star Wars movies. It's no secret that there is a team working on the project gathering together all the necessary stuff from ILM and THX, and it's also no secret that this team was only recently formed. What is a secret though is that the team is working toward dates in November and December of this year. A reliable source recently told us that the titles were listed for release before Christmas and that we'll see *Episode I* followed by the original trilogy as individual movies, and as a box set before the end of the year.

because there's a cardboard slandee of Darth Maul standing in the corner) deep within the bowels of LucasArts' faceless building, it immediately shows itself to be something special. The first part we're shown is a low-level mission on Naboo that has Rhys protecting a number of boats as they try to escape the Trade Federation via the river and meet a transport out at sea. The level begins as you fly through a tunnel that opens out behind a vast waterfall. "If you look at things to scale, and to give you an impression of how big the environment is, that waterfall is about three kilometers high," lead artist Jim Rice tells us. Bursting through the water and out into the sunny vista beyond you immediately get a view of the vast, lush, green landscape below. Pointing your Starfighter toward the ground you make out a number of gun emplacements ahead of your charge, and a shield generator protecting the mouth of the river. Your job? Take out the guns, blow up the shield generator and let your boats proceed undamaged. As you hurtle onward firing your lasers, it soon becomes clear that you're going to need to find a way of firing

more accurately. Holding down one of the shoulder buttons on the Dual Shock shifts the view into a "sniper mode" bringing the action much closer to you, and allowing you to take out individual elements of your targets while still fully controlling your starfighter. The sense of scale and speed is remarkably exhilarating. The images on your screen are silky smooth and highly detailed, there's no pop-up, no ugliness to the environments—it's all believable. "All the planets are fully built," Rice explains. "They're huge Things aren't perfectly mapped out, but everything you do on each of the three planets in the game hangs together just right."

"Each planet has several key locations," Stinnett tells us. "They're anything up to 3,000 square kilometers in full. They're way bigger than you'd possibly want to fly over completely, but mapping out that much environment helps to give you a great sense of scale."

Lead level designer Tim Longo interjects with some



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PlayStation 2



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# STAR WARS GAMES: A NEW HOPE

**"What's particularly rewarding about working like this is that we're actually the first to develop a new story based on the *Episode I* stuff."**

**—Daron Stennell,  
Project Leader**

comments as to how the environments are conceptualized and constructed "The driving force for the design of the levels is the story. Once we know what's going to happen, we focus on areas in the environments and build them to accommodate it."

"Fortunately, in the grand Star Wars style," jokes Stinnett, "all of the planets are just the one kind of terrain, y'know? Hoth was all snow, Tatooine was all sand, Naboo is all green. It certainly makes life easier for us as game designers."

Moving onto another level in the game we get a quick taste of a full-on space battle. Surrounded by numerous different kinds of ships, from Trade Federation droid control ships to pirates, it soon becomes clear that an awful lot of work has gone into creating new vehicles. "We had full access to the library of conceptual stuff from *Episode I* and we took inspiration from these and incorporated a lot of it into the game," Stinnett explains. "A lot of the pirate stuff we stole from the pod racers—we really liked the whole cobbled-together look, cockpits at the back, big engines, you know the deal. As for the Trade Federation, we had a lot to work with there. You see a lot of hardware in the movie, so we were lucky that we could dip into the work that ILM had already done. We also got to dip into stuff that was designed but never actually made it into the final footage."

"We tried to match the film's design work," Rice elaborates. "We wanted to add to the look and try and establish some stuff. There are lots of versions of ships that we worked on. Actually, when it comes to stuff from Naboo there wasn't much to work with. The starfighters and the hover vehicles are all we really had to look at, and you soon get a sense that

LEFT, **Daron Stinnett**, Project Leader. BELOW, **Reeve Thompson**, Project Manager.  
TOP RIGHT, **Chris Corry**, Lead Programmer. BOTTOM RIGHT, **Tim Longo**, Concept Artist.



## MEDICAL DROID 2-1B

### LUCASARTS: THE EMPEROR'S LAPDOG

Let's be clear: what you are about to read was CENSORED from the *Star Wars Insider* magazine. Apparently there's a lot of money involved in this Earth activity called "video games"—and I rattled too many cages over at "LucasArts" with my comments.

You think Jedi Power Battles is hard? Try sewing an artery in hyperspace. So administering Lotrimin and Clondex with one hand and reducing bloodflow with the other is not your idea of fun? Pardon me.

But let's not be coy. I can scream until my vocabulator rusts, but LucasArts still won't listen to me. Ask yourself, why are LucasArts games filled with "power-ups" if not to trivialize the importance of medical droids like myself? "Oops, I just got hit with blaster fire! Guess I'll hop on over here and pick up a 'power-up' and feel all better again!" That's not how life works, Lucas "Arts."

When will you people stop ignoring the medical realities of the New Republic? When Hutt's fly? Truth is "power-ups" are only the tip of the iceberg in my dispute with the alleged LucasArts. When you're the Medical Droid who SAVED THE REBELLION by repairing Luke Skywalker's hand—like I am—you can't be afraid to throw your weight around. Which is exactly what I did to get myself a meeting with the powers-that-be at LucasArts, so that I could share with them my revolutionary "video game" idea. This is an idea so groundbreaking that it will shake the "video game" business to its very core. Pac-Man, Donkey Kong, Pokémon—all distant runners-up to what WILL become the greatest "video game" known to mankind:

2-1B's Surgery Simulator 2000

In retrospect, what I was really doing in offering this concept to Lucas "Arts" was giving them a license to print money. That's how good this game is. In return they offered me a royalty percentage that wasn't fit for a protocol droid, much less 2-1B. I had always suspected LucasArts were puppets of the Emperor. Now I know.

[Think about it: How do they so effortlessly "simulate" the cockpit controls of a TIE fighter if they do not have access to one themselves? How does one get access to a TIE fighter without an Imperial Security Clearance? Now you understand.]

Fortunately, Eidos Interactive stepped into the picture and was willing to satisfy the nine-figure credit advance that I required along with an appropriate back-end deal. In addition, they have offered to program Lara Croft as my medical assistant in the game itself. I've requested they not use the digital Lara Croft from the Tomb Raider "video game," but instead create a 10-million-polygon rotscope of Angelina Jolie direct from the set of the Tomb Raider movie.

FX-7, that medical droid wanna-be, will appear in the game also—SCRUBBING MY SCALPELS. And administering my lubrication bath—if I'm feeling generous. No, stupid Cantina denizen Dr. Evazan will not make an appearance, because he's NOT A REAL MEDICAL DOCTOR. Next time someone takes a lightsaber to your arm, Evazan, don't come running to me. Go get a "power-up."

Medical Droid 2-1B's maniacal rants can be read in every issue of the *Star Wars Insider* magazine. Check [www.shop.starwars.com](http://www.shop.starwars.com) for more info



their stuff is all just shiny ornaments. Those glorious vehicles! You get a real impression that this is a bunch of people who stand around polishing their ships all day just waiting for action," he laughs. "The pirates were much easier to design, we went with the whole warpaint and bare metal thing—really gritty and tough stuff. In *Racer* we found that each of the racers had their own look—it was like a guy with a Harley who's tricked it out just the way he wants it. We really dipped into that philosophy for Nym and his buddies." Rice smirks. "As for Vana's stuff, she's a bit different. With her we wanted to go with something more like the new movies, er...I mean the old movies. The original *Trilogy* stuff. Everyone loves that look."

So with all this attention to the different stories, are the other characters in the game important? Important enough to know by sight like the guys in *Racer*? "We, er, kill off most characters pretty quick and stick to the core characters," laughs Stinnett. "We spend our time developing the main guys."

"You don't want to be an extra in our game," laughs lead programmer Chris Corry, "but all of the ships look very convincing because the designers have mastered this amazing kinda brushed metal look for everything."

"There are an awful lot of people on the team doing the design," Thompson told us earlier in the day while touring the office. "I've got this map of the building here, and there are whole areas where it's just written off as being for Starfighter people. The way we've been going, it's looked like any free desk has been occupied by people for this game."

Moving onto another space battle in the game, and getting a chance to play around some more with the combat system, it soon becomes apparent that while the game has some obvious similarities with the *X-Wing* series on PC, it's also very simple to pick up. "What we wanted the game to be certainly has evolved. Initially it was going to be very flight-sim like but later we

## A FORCE TO BE REFERENCED WITH

Everyone knows a *Star Wars* enthusiast. You know, the guy who refers to Hammerhead by his actual name or who can recite all of Greedo's cantina exchange with Han—in Greedo's language. Well, game developers often seem to fall into this category themselves. Here are a few instances we've found of *SW* references in their games.

**Cover Ops: Nuclear Dawn** The train in the game is called the Blue Harvest, the same name used as a decoy title for *Return of the Jedi*.

**Crash Bandicoot 2: Cortex Strikes Back** The second *Crash* game's title is rooted in that of the second *Star Wars* flick

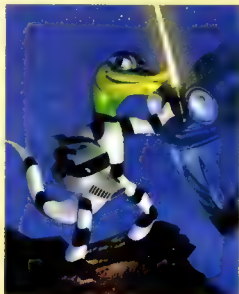
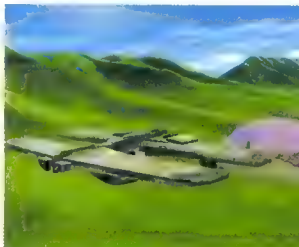
**Final Fantasy Games** Secondary characters—Biggs, Wedge, Dodonna, Piet and Nida, for instance—often share or resemble names of characters in the *Star Wars* universe. Also, *Final Fantasy VI* (of the *Final Fantasy* Anthology) features a struggle against an Empire capable of destroying entire cities with a superweapon. The game's initial exchange between Locke and Cebes brings back memories of the "Aren't you a little short for a stormtrooper?" scene in *A New Hope*, and there's a ship called the Falcon, which is owned by a gambler. Meanwhile, *Final Fantasy VII* has the character Cait Sith, and Red XIII belongs to the Nakani, an anagram for "Anakin."

**Gex Games** Gex quotes the movies and even dresses up like a stormtrooper with a lightsaber in *Enter the Gecko*.

**Shadow Madness** Clemett quotes *Star Wars* movies whenever given the chance.

**Xenogears** Billy Lee Black's "Sky Walker" Deathblow move can combat enemies like the "Sand Men," who resemble Tusken Raiders (also known as Sand People).

**Star Gladiator, Ape Escape and Tekken Games** All have characters who possess some sort of lightsaber.



# The battle begins when life ends.

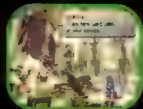
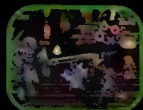
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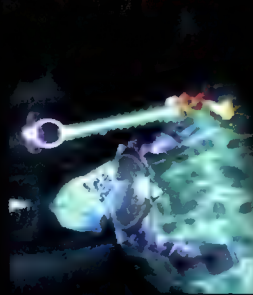
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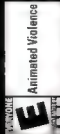


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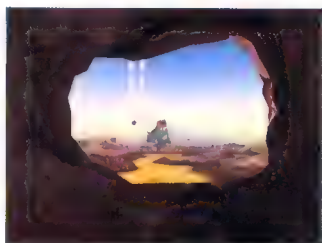
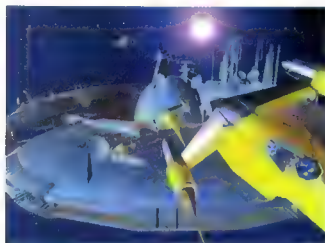
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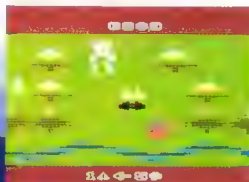
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## star wars through time past games

The Star Wars series has been the inspiration for a huge number of games across a variety of systems. Below is a list of all the console-based games released so far. Remember, there are PC and other computer games out there that aren't listed!



**The Empire Strikes Back**  
Released: 1982  
Systems: Arcade

**Star Wars (Arcade)**  
Released: 1983  
Systems: Arcade

**Death Star Battle**  
Released: 1983  
Systems: Arcade

**Jedi Arena**  
Released: 1993  
Systems: Arcade

**Return of the Jedi (Arcade)**  
Released: 1983  
Systems: Arcade

**The Empire Strikes Back (Arcade)**  
Released: 1983  
Systems: Arcade

**Ewok Adventure**  
Released: 1983  
Systems: Arcade

**Star Wars**  
Released: 1983  
Systems: Arcade

See the whole story at [www.videogames.com/features/universal/swhistory/index.html](http://www.videogames.com/features/universal/swhistory/index.html)

**The Empire Strikes Back**  
Released: 1982  
Systems: Arcade

**Super Star Wars**  
Released: 1992  
Systems: Super Nintendo

**Super Empire Strikes Back**  
Released: 1992  
Systems: Super Nintendo

**Rebel Assault**  
Released: 1993  
Systems: Sega CD, 3DO

**Super Return of the Jedi**  
Released: 1992  
Systems: Super Nintendo

**Star Wars Chess**  
Released: 1983  
Systems: Sega

**Star Wars Arcade**  
Released: 1983  
Systems: Arcade, Sega 32X

**Dark Forces**  
Released: 1993  
Systems: Sega PlayStation

**Shadows of the Empire**  
Released: 1996  
Systems: Nintendo

**Rebel Assault II**  
Released: 1993  
Systems: Sega, PlayStation

**Masters of Teras Kasi**  
Released: 1993  
Systems: Sega, PlayStation

**Star Wars Trilogy**  
Released: 1993  
Systems: Arcade

**Rogue Squadron**  
Released: 1998  
Systems: Nintendo 64

**Episode I: Racer**  
Released: May 1999  
Systems: Nintendo 64

**Star Wars: Episode I The Phantom Menace**  
Released: September 1999  
Systems: Sony PlayStation

**Star Wars: Episode I: Racer**  
Released: December 1999  
Systems: Game Boy Advance

**Star Wars: Episode I: Racer**  
Released: April 2000  
Systems: Sega Dreamcast

**Star Wars: Episode I: Racer**  
Released: February 2000  
Systems: Arcade

**Star Wars: Jedi Power Battles**  
Released: Spring 2000  
Systems: Sony PlayStation

wanted more action. Actually, I think we switched our thinking quite a bit after we'd spent some time with *Rogue Squadron*," he chuckles. "The *FreeSpace* games on PC have also been a big influence on us, as they manage to blend the different styles of gaming together very well. We thoroughly picked apart the *X-Wing* games too...we looked at what was appropriate for a console game and then compared things with *Rogue Squadron*, which is obviously very much at the other end of the spectrum."

Another level is loaded to show some of the variety in the level styles. Clearly "borrowing" from the trench run in *A New Hope*, the level will have players flying through a narrow canyon avoiding laser fire from Trade Federation tanks. Although not finished as we look at it, the environment has been fully rendered (although not yet lit properly) but manages to look exceptionally realistic. If you didn't know better, at first glance you'd think it was video footage taken from a helicopter flying through a canyon in the early evening. We can't wait to see it with laser blasts and other vehicles moving around in there. "When we were building the levels, it really was just a case of thinking 'what would be fantastic to fly into?' and then building them," Rice explains.

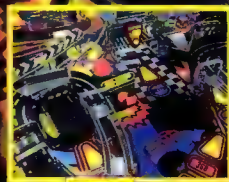
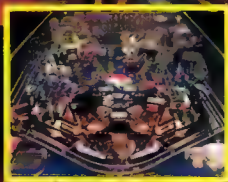
As a final demonstration of how powerful both the game engine and indeed the PlayStation2 are, we're shown one last area of the game. Clearly saving the best till last, the final level of the game has you playing as Rhyas as he flies in the final battle above Naboo. Surrounded by fighter ships as they swarm around the droid control ship (remember that, it looks like a big ring donut with a bite taken out of it?), you soon realize that the character responsible for the death of his friend and mentor is out there, too. Battling along the surface of the giant ship proves just how large the damn thing is, but it's not until your enemy disappears inside that you begin to comprehend a) how utterly enormous the droid ship is, and b) why buying a PlayStation2 is just about the best thing you will ever do. Flying through the opening in one of the "arms" of the ship puts you in a huge hanger filled with the Trade Federation forces preparing for their continued assault of Naboo. Inside you'll see numerous landspeeders (which are pretty frickin' huge on their own) loading up with tanks and droid racks and, get this, you get to fly around them all and chase after the bad guy amongst all this activity. It's nothing short of stupefying. In terms of scale—if the Naboo fighter you're in is about the size of a Buick, the landspeeders are probably about the size of a large ocean-going cruise ship. And there are a number of these things inside the control ship hanger. Are you excited yet?



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**Ewan McGregor**



**Natalie Portman**



**Hayden Christensen**



**Samuel Jackson**

## Star Wars: Episode II Movie Update

Those of you paying attention to the Star Wars Web rings and movie rumor sites (we've been trawling [www.saint-luke.com](http://www.saint-luke.com), [www.starwars.com](http://www.starwars.com) and [www.theforce.net](http://www.theforce.net)) will no doubt be aware that *Episode II* is moving along very quickly now. The script is done, sets are built and principal photography has started at the Fox Studios lot in Australia. For those of you who aren't rabidly eating up every scrap of info on the Net, here's the latest we have: **Ewan McGregor**, sporting a particularly distinguished-looking beard, returns as Obi-Wan Kenobi, and we've also learned that **Liam Neeson** will be filming scenes as Qui-Gon, presumably appearing as an apparition. The lovely **Natalie Portman** returns as Amidala, and this time we'll see her relationship with Anakin blossom. Unless you've been living on Mars, in a cave, with your fingers in your ears and your eyes shut, you'll no doubt be aware that Anakin is being played by 19-year-old heartthrob **Hayden Christensen**, who you may have seen in *Julia Roberts' The Virgin Suicides* earlier this year. He'll be joining voice pillars of **Ahmed Best** as the, ahem, "popular" Jar Jar Binks, **Frank Oz** who'll be both voicing and controlling the motions of Yoda (who, we hear, gets his first fight scene in *Episode II*, which sounds faintly ridiculous), and **Andy Secombe** who'll be doing the voice duties for Watto again.

**Anthony Daniels** is reportedly slimming down at the moment in order to don the golden C-3PO suit again. **Samuel L. Jackson** appears to have a much more important role as Mace Windu this time, and we hear that he, like Yoda, gets a cool fight scene. Slimeball politician Palpatine will again provide something for the excellent **Ian McElmrie** to sink his acting teeth into, and interestingly it seems that another heavy-hitter has been added to the cast in the shape of **Christopher Lee**. Also set to be seen in the *Lord of the Rings* trilogy, Lee is most famous for his portrayal of Dracula as well as an acclaimed role in the Bond movie *The Man With The Golden Gun*. Uncle Owen and Aunt Beru make their first appearances in *Episode II*, with Owen played by young **Joel Edgerton**, who you may have seen in the recent *Three Stooges* telemovie. Alternatively, if you are somewhat more cultured, you may have seen him in productions of *Henry V*, *Dead White Males*, *Road*, *Black Rock* and *Third World Blues*. Beru will be played by **Bonnie Plesio** who is most famous for her part as Donna on the TV show *High Flyers*. Finally, the role of Bail Organa (who adopts Leia) will be played by **Jimmy Smits**, who has a wide body of work but for some reason is best remembered for his role on *LA Law*.



**Frank Oz**



**Anthony Daniels**



**Jimmy Smits**

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comes humility

## it figures...

### THIS COULD BE TRUE, BUT THEN

Long ago, in a way of life seemingly far, far away before the internet took a seemingly Orwellian grip on the minds of America, we collected Star Wars figures. We did it because we were young and simple and because not having Bespin Han meant your popularity was at risk of taking a serious dive. We can't account for the mentality of collectors today, but it seems that the venging of an old-time Star Wars action figure too often sits visions of green instead of a charming, endorphin-releasing calm over the witness. In a show of "in my day" foolishness, we put before you the coolest toys from an era when just being cool toys was enough.



#### Droid Factory

It may not have been in the movie, but this playset was as pleasurable and euphoric as a sugar coma. You'd be able to piece together different styles of droids (lol your imagination... hoosin!) and then rip them apart and start over. The sweet plastic crane wasn't very useful, but it looked extra cool.



#### Millennium Falcon

Any explanation is frivolous, but we'll try. This zip represents all that's badass, brave and rebellious. It's the only ship that's so clearly identified by its pilot's persona. For those who didn't have this ship because you were young and reliant on thrifty parents, we empathize.



#### Turret & Probot

Sure, the Imperial probe droid (also known as the "probot") never got nearly this close to a Rebel turret, but what did you expect Kenner to do? This baby even had a switch on the side so you could agitate the probot until it was blown to oblivion (or fell into a piece plastic... tutler!)



#### Han and Luke in Stormtrooper Disguise

There's not a Star Wars fan alive who wasn't salivating over the chance to get his eager tacons on these two figures. They came to be the fantasy figures for years, and once they were released (Han was mail-order only), they were highly sought after.



## cantina legends

### Star Wars urban legends exposed at last

The amount of Star Wars urban legends is proportionate to the sum of figmental college dorm stories. This, of course, is a testament to the Star Wars universe having an overwhelming influence over the malleable minds of the latest generations. Here's a list of craziness cleared from speckles of cosmic dust, so you'll know the truth.

#### Cantina Legend:

**A Boba Fett action figure was made that actually shot the rocket in its jetpack.**

The first Boba Fett action figure weren't actually available in stores—he was part of an in-promotion (remember the ones, where you sent in the proofs-of-purchases?). The figure

wasn't to be sent out was going to have the rocket firing out of the pack, but some similar standard Ballast Galactica toy raised safety issues and they recalled the rocketed Fett. Kenner experimented with different variations, since they had promoted the shooting rocket so much, but they eventually gave up and removed the firing mechanism. So the answer is, yes, the prototype were made, but no, the toy was never released.

#### Cantina Legend: Legendary actor Buster Crabbe

**of Flash Gordon and Buck Rogers fame was to participate in a Star Wars movie.**

This one has long puzzled Star Wars lovers. Here's the deal: George Lucas always wanted the Star Wars series to have the same feel of the '50s Flash Gordon television show. This was because Lucas had long admired the stylings of Buster Crabbe. When Lucas, high on American Griffith's acclaim, asked Crabbe to join the picture, Crabbe declined, saying he was tired of being treated as a child-guy and not being taken seriously as an actor. Lucas was heartbroken, but when he felt that the film's success would sway Crabbe into joining the cast for *Empire*, Crabbe never appeared in the movies and passed away in 1983. This one seems to make sense, but in Crabbe gone and Lucas tight-lipped, the world may never know the truth.

#### Cantina Legend: There is footage where the

**Millennium Falcon is blown to smithereens at the end of Return of the Jedi.**

When the Falcon is streaking away from the ignited Death Star, meters ahead of a fire wall at the end of the film, it seems as if this one might come true. Obviously, it doesn't happen. The legend started, some think, because of Harrison Ford's suggestion to Lucas that Han die at the end of *Jedi*. There is an internet script floating around that has Lando and the Falcon destroyed and Han sadly voicing his loss, but it's a fraud. The truth is that there never was a scene filmed where the Falcon went kablooy.

#### Cantina Legend: Footage of Luke Skywalker and Biggs Darklighter at Anchorhead appeared in a few early screenings of Star Wars, and was shown when the film first aired on TV.

This is an interesting legend, because you'll find insistent know-it-alls recalling that scene vividly. Apparently, early in *A New Hope*, as the droids are hauling around the Tatooine desert, Luke has a reunion with Biggs. Truth is, the footage was cut from the film's final version. There were a few places where the moment survived, though. It was in the first *SW* comic book. A newspaper at the time featured the photos, the radio drama included an expanded version of the scene, and the scene is visible in *The Making of Star Wars* TV special.

#### Cantina Legend: At the close of A New Hope, an overjoyed

**Luke can be heard howling "Carrie!" to Princess Leia, played by Carrie Fisher in the film.**

Without question, actors are capable of making mistakes. But think about all the people that can't make audio recordings, and think of how careful sound editors are (it's their job!). So, the answer is no. Luke does not accidentally shout "Carrie!" According to Mark Hamill, he's never heard "Carrie" and that Luke was scanning the rushing crowd for Leia.

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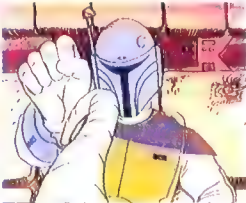
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## FROM OUTSIDE THE MIND OF LUCAS

### A GALAXY OF STAR WARS BEYOND THE MOVIES

So, you think it takes a lot of time to watch all four Star Wars movies? Try sitting through or examining all of the parodies, spin-offs, salutes, and just plain indescribable stuff that has spawned from George Lucas' creations. We've gathered some of the best and, well...notable of the bunch. For even more, check out Web sites like theforce.net and jedinet.com.



#### The Star Wars Holiday Special

Look, it's not every day that you get to see a Star Wars Holiday Special. But if you're a fan of the franchise, you'll want to see this special. It's a parody of the original Star Wars movie, but with a holiday twist. It features a cast of Star Wars characters, including Luke Skywalker, Han Solo, and Chewbacca, in a story that takes place during the Christmas season. The special is a fun and festive addition to the Star Wars canon.



#### Evan's Star Wars Cinema

Evan's Star Wars Cinema is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.



#### George Lucas in Love

George Lucas in Love is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.mediatrip.com/film/movies\_on\_demand/308.html

#### Park Wars: The Movie

Park Wars: The Movie is a parody of the Star Wars franchise. It features a cast of Star Wars characters in a story that takes place in a theme park. The movie is a fun and humorous take on the original Star Wars stories.

www.parkwars.com

#### Pulp Phantom

Pulp Phantom is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.geocities.com/SunsetStrip/Alley/7028/swesg.htm

#### Star Park

Star Park is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.jedinet.com/starpark



#### Trooper Clerks

Trooper Clerks is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.studiocreations.com/trooperclerks

#### Troops

Troops is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.studiocreations.com/trooperclerks



www.theforce.net/troops



#### Hardware Wars

Hardware Wars is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.mwp.com/mwp/Hardware.html

#### Thumb Wars

Thumb Wars is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.thumbwars.com/thumbwars

#### Star Warped

Star Warped is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.



#### Vader for President

Vader for President is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.vaderfor2000.org

#### American Jedi

American Jedi is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.jedinet.com/multiplex/american\_jedi

#### The Dark Redemption

The Dark Redemption is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.



www.theforce.net/theater/shortfilms/darkredemption/

#### Star Dudes and The Bad Dudes Strike Back

Star Dudes and The Bad Dudes Strike Back is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.dudestudios.com



#### Legacy of the Jedi

Legacy of the Jedi is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.theforce.net/theater/shortfilms/legacy/

#### The Bounty Trail

The Bounty Trail is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.theforce.net/theater/shortfilms/bountytrail

#### Jabba on the Dais

Jabba on the Dais is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

theforce.net/theater/muscvideos/dais/

#### Quest of the Jedi

Quest of the Jedi is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.theforce.net/theater/shortfilms/questofthejedi/



#### I Hate Star Wars

I Hate Star Wars is a website that features a collection of Star Wars parodies and fan art. The site is dedicated to the Star Wars franchise and provides a platform for fans to share their creative work. The parodies are often humorous and provide a fresh take on the original Star Wars stories.

www.ihatestarwars.com

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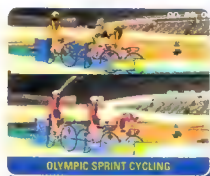
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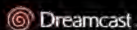
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[illegible]

Action Bass	132
Animorphs	132
Flintstones Bedrock Bowling	133
Lego Rock Raiders	133
Madden NFL 2001	132
NCAA GameBreaker 2001	134
NFL GameDay 2001	133
Parasite Eve II	134
Pro Pinball Big Race USA	135
Pro Pinball Fantastic Journey	135
RC Revenge	135
SnoCross Championship Racing	136
Spider-Man	138
Star Trek Invasion	136
Tenchu 2: Birth of the Assassins	137
Vampire Hunter	137

●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?



$\mathcal{L}_1$  and  $\mathcal{L}_2$  are the loss functions for the first and second stages, respectively.  $\mathcal{L}_1$  is the loss function for the first stage, and  $\mathcal{L}_2$  is the loss function for the second stage. The first stage is a classification task, and the second stage is a regression task. The first stage is trained using a cross-entropy loss, and the second stage is trained using a mean squared error loss. The first stage is trained for 100 epochs, and the second stage is trained for 100 epochs. The first stage is trained using a batch size of 16, and the second stage is trained using a batch size of 16. The first stage is trained using a learning rate of 0.001, and the second stage is trained using a learning rate of 0.001. The first stage is trained using a momentum of 0.9, and the second stage is trained using a momentum of 0.9. The first stage is trained using a patience of 10, and the second stage is trained using a patience of 10. The first stage is trained using a validation set, and the second stage is trained using a validation set. The first stage is trained using a test set, and the second stage is trained using a test set. The first stage is trained using a validation set, and the second stage is trained using a validation set. The first stage is trained using a test set, and the second stage is trained using a test set.

$\frac{d}{dt} \left( \frac{1}{2} m v^2 + U(r) \right) = -\vec{v} \cdot \nabla U(r)$

$$E = M \int_V \rho \, dV + \int_V \rho \, dV \left( \frac{1}{2} \frac{d\mathbf{r}}{dt} \cdot \frac{d\mathbf{r}}{dt} \right) + \int_V \rho \, dV \left( \frac{1}{2} \frac{d\mathbf{r}}{dt} \cdot \frac{d\mathbf{r}}{dt} \right)$$
[illegible][illegible]

Joe Rybicki  
Reviews Editor

MEET THE CRITICS



JOHN DAVISON

John now has a weird scar on his right index finger caused by excessive Trax & Field playing. This was accompanied by a strained elbow, a bruised knee and damaged vocal chords. All caused by the same game. It's great.

**FAVORITE GENRES:** Racing  
Action Adventure  
**CURRENT FAVORITES:** *Six*  
*Track & Field Star Trek*  
**CAN'T WAIT FOR:** *MC5* *200*  
*Gran Turismo 2000*



JOE RYBICKI

[illegible]

**FAVORITE GENRES:** Adventure  
RPG, Puzzle, Shoot 'em up  
**CURRENT FAVORITES:** *Net Track*  
& *Pen & Ink Smuggler 2*  
*Anger Control* & *The Red Mirror*  
**CAN'T WAIT FOR:** *Z* & *Y*



GARY STEINMAN

Gary J. Jones, Jr., 34, is a  
 senior vice president of the  
 company. He is also a director  
 of the company. Mr. Jones is  
 a resident of the state of  
 California. He is a graduate  
 of the University of California,  
 Berkeley, where he received  
 his Bachelor's degree in  
 Business Administration. He  
 is also a graduate of the  
 University of California,  
 Los Angeles, where he received  
 his Master's degree in  
 Business Administration. He  
 is also a graduate of the  
 University of California,  
 San Diego, where he received  
 his Doctorate degree in  
 Business Administration. He  
 is also a graduate of the  
 University of California,  
 Santa Barbara, where he  
 received his Bachelor's degree  
 in Business Administration.

**FAVORITE GENRES:** RPG.  
**CURRENT FAVORITES:** SSX,  
 Castles in the Sky  
**CAN'T WAIT FOR:** TimeSplitters,  
 End Wars & World



CHRIS BAKER

**STIRRED CREAM**  
Stirred cream is a thick, creamy sauce made from heavy cream and sugar. It is often used as a topping for cakes, pies, and puddings.

**FAVORITE GENRES:** Action RPG  
**CURRENT FAVORITES:** Spider-Man 2  
**CAN'T WAIT FOR:** Halo 3 on PS2



TODD ZUNIGA

Waxman's primary, therefore, is to get a bill passed in the House. The bill is not the first in the line. "Traditionally, the House has a petition to take a bill out of the lined calendar and pass it on the floor at the rate

**FAVORITE GENRES:** Indie rock  
**CURRENT FAVORITES:** Mission  
5, New PC, Young Jeezy, J. Cole  
**CAN'T WAIT FOR:** Tom, Halsey  
P. Diddy, J. Cole



**SAM KENNEDY**

Sam hasn't lined up an agent yet. The A & P editor jokes, "He might be doing as well as I am." He jokes he might find Arab dollars in the U.S. yet, wherever he works, instead of home beer, he'll get a lot of Crash Bars.

**FAVORITE GENRES:** All  
Ages, all media  
**CURRENT FAVORITES:** *Sex &  
Cash Bash Times* by  
**CAN'T WAIT FOR:** *Crash & Burn*  
by *Crash & Burn*



Action Bass



Animorphs



Action Bass



Animorphs

**Action Bass**

**Publisher** Take Two  
**Developer** System Entertainment  
**Web Site** [www.actionbass.com](http://www.actionbass.com)

As a \$10-at-a-time game, *Action Bass* is a great value. It's a simple, straightforward fishing game that's easy to pick up and play. The game is a simple, straightforward fishing game that's easy to pick up and play. The game is a simple, straightforward fishing game that's easy to pick up and play.

The fishing is very straightforward and simple—perhaps a bit too simple. You aren't given much in terms of mobility on the water, and the fish themselves look real, so the game is a simple, straightforward fishing game that's easy to pick up and play.

Where the game seems to really falter is in its challenge. It's not very difficult to get a fish to bite, and the game is a simple, straightforward fishing game that's easy to pick up and play.

But when it comes to the challenge, the game is a simple, straightforward fishing game that's easy to pick up and play. The game is a simple, straightforward fishing game that's easy to pick up and play.

Final Score ●●●  
Sam Kennedy

**Animorphs: Shattered Reality**

**Publisher** Infogrames  
**Developer** Singulair Studios  
**Web Site** [www.infogrames.com](http://www.infogrames.com)

I admit it. I wasn't looking forward to this game. I thought it would be a simple, straightforward fishing game that's easy to pick up and play.

Shattered Reality takes all the old-school platforming clichés and straps them together to create a fairly derivative game. Moving past the old-school platforming clichés and straps them together to create a fairly derivative game.

Final Score ●●●  
Sam Steinman

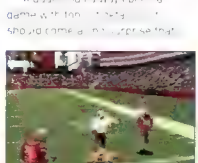
Final Score ●●●  
Sam Steinman



# Madden NFL 2001

The finest football game ever stomps the competition

**Publisher** EA Sports  
**Developer** EA Sports  
**Web Site** [www.easports.com](http://www.easports.com)  
NFL football is not an intricately engineered DNA strand. It is not a straight line. It's helter-skelter, smashmouth action where, literally, anything can happen. Fumbles occur in key situations, kickers miss 21-yard field goals to lose games, kick-off returners narrowly avoid 70-yard losses before running away at 100 yards per hour. And, of course, a 64-yard punt will miss. Why do we mention these in game reviews? Because Madden NFL 2001 is more than any other football game in console history that playing had revealed anything that happened in the NFL over the last 100 years. It's a game in history. It's even arguable that this is the best PlayStation game ever.



once again, the bar has been raised. The player sizes are more varied and accurate than last year, the players sport elbow pads and those silly things behind their helmets to protect their necks, and the player physics feel natural. There are a few men at negotiations, but, trust me, they're not picking. First, it's rare when being called for pass interference that the receiver goes down, even if you're not even open. Also, diving players go away, too, like they're being sent away from a nannan. There is also some suspect tackling AI on special teams. None of these things really take away from the brilliance of this game.

Ultimately, Madden manages to make its mutant on-style game that

is, thankfully, at about the same level. If you want to stop a power running back behind the line of scrimmage, you have to decide (quickly) if diving heading is worth giving up a big play if you happen to get juked or simply miss. Want to throw the deep ball? Better make sure you pick the right match-up since defensive backs now make interceptions they should have been making years ago.

More than ever, EA Sports has kept its promise with Madden 2001: If it's in the game, it is definitely in this game.  
Final Score ●●●●●  
Todd Zuniga

Players: 1-8  
Memory Card: 1-9 bl.

## Madden NFL 2001



- New Play Modes** Offers a sweet Two-Minute Drill, which is perfect for party-style play.
- Camera Angles** Nine; though Madden Classic is all the camera angle you need for a perfect view.
- Player Models** Much smaller players, but these guys feel just right. Moves are fluent and just plain natural all around.
- Passing Routes** Plenty of 'em, and they're adjustable at the line of scrimmage which adds one more level of strategy.
- Special Moves** The juke, the spin-move and the hurdle can all make a difference on 1st and strip and sweat add a new defensive element.
- Celebrations** Timely and realistic; if you score a touchdown, get a sack, knock down a pass: celebrate all you want.

Tennessee Titan's halfback Eddie George is the newest to grace Madden's cover. This pre-bowling just wired a contract that put him in the NFL's financial elite.







...the real-time lock-on system allows for a higher action level.

...the real-time lock-on system allows for a higher action level.

## FRAGMENT ARMS



**Aya starts off with the fast-but-weak M93R. A good fallback.**



**The MP5A5 holds 30 bullets, but is the weakest gun by far.**



**The P08 is weak, slow, and has a small clip. Don't bother.**



**The PA3 is too slow and holds too few rounds to be of use...**



**...but the AS12 holds plenty, and loads more quickly, too.**



**You'll mostly want the mediocre M4A1 for its optional attachments:**



**Bayonet: Weak, slow, and pointless unless you're out of ammo.**



**Grenade Launcher: Sadly, it's slower than the grenade pistol.**



**Pyke Attachment: A small flamethrower. Now we're talkin'.**



**The Grenade Pistol is the most powerful weapon in the game.**

...the real-time lock-on system allows for a higher action level.

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**Pro Pinball: Big Race USA**  
Publisher: Empire Interactive  
Developer: Empire Interactive  
Web Site: [www.pro-pinball.com](http://www.pro-pinball.com)

...the real-time lock-on system allows for a higher action level.

**Players: 1-4**  
**Memory Card: 1 block**

**Pro Pinball: Fantastic Journey**  
Publisher: Empire Interactive  
Developer: Empire Interactive  
Web Site: [www.pro-pinball.com](http://www.pro-pinball.com)

...the real-time lock-on system allows for a higher action level.

**Players: 1-4**  
**Memory Card: 1 block**



**RC Revenge**  
Publisher: Empire Interactive  
Developer: Empire Interactive  
Web Site: [www.rc-revenge.com](http://www.rc-revenge.com)

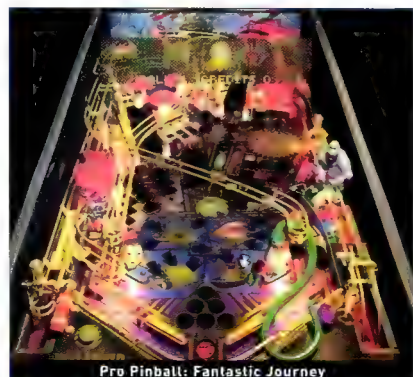
...the real-time lock-on system allows for a higher action level.

**Players: 1-2**  
**Memory Card: 1 block**

**Pro Pinball: Fantastic Journey**  
Publisher: Empire Interactive  
Developer: Empire Interactive  
Web Site: [www.pro-pinball.com](http://www.pro-pinball.com)

...the real-time lock-on system allows for a higher action level.

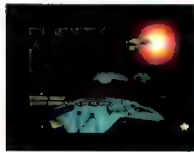
**Players: 1-4**  
**Memory Card: 1 block**





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**Final Score** ●●●●●



## Tenchu 2: Birth of the Stealth Assassins

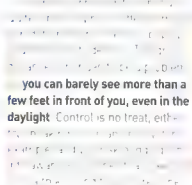
### Tenchu 2: Birth of the Stealth Assassins

**Publisher**  

**Developer**  

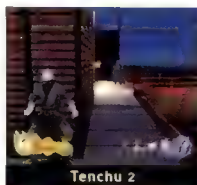
**Web Site**  

a much wider variety of missions and moves, with an excellent story and solid voice acting to boot



Due to the spastic control and the jumpy camera, you'll get whacked by these bosses far too many times.

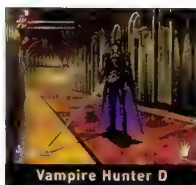
Final Score ● ● ●  
Gary Steinman



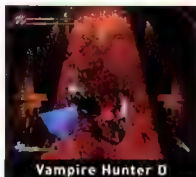
## Tenchu 2



Tenchu 2



### Vampire Hunter D



### Vampire Hunter D

### Vampire Hunter D

Publisher  
Developer  
Web Site

... much of your game time consists of pure cluelessness

a good story  
and at least a hint of innovation:

Final Score ● ●  
Chris Baker





## READER REVIEWS

"Koudelka is a strange one. The final boss is a letdown, as are the general run of enemies in the game, and **man, are those cut-scenes preachy, objectionably so.** I'm looking forward to more action RPGs from these folks, just hopefully without the screaming bigotry."

name withheld

"Battles happen way too often in Legend of Dragoon. You're not playing the game; **all you're doing is fighting all the time.** I want an RPG, not a fighting game! Plus the graphics aren't so good; it's like you're playing in a fog."

Lyetette Michaud

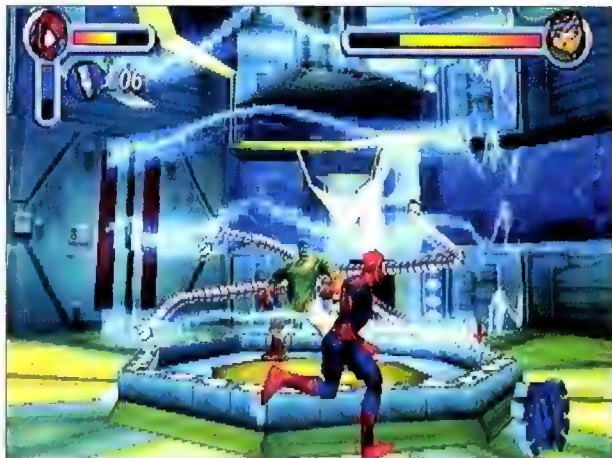
lytout@globetrotter-qc.ca

"I think that you guys underrated Need for Speed: Porsche Unleashed. The Factory Test Drive mode is innovative and fun, the game has great graphics, the Evolution Mode is challenging, the Multi-player is very fun (especially the cop chase), and the test drive is fun (as long as the cops don't catch you!). I think you should have given it a four-disc rating."

ClintonCollision@aol.com

"Grudge Warriors is plagued with problems: slow, unresponsive controls; high difficulty level; glitchy graphics and more. **Big fans of Twisted Metal and Tiny Tank might like it, and pick it up for the cheap price tag, but I wouldn't.** The \$2.50 rental was enough for me."

NtzWld9@aol.com



# Spider-Man

Perfecting the superhero video game

**Publisher** Activision  
**Developer** Neversoft  
**Web Site** [www.activision.com](http://www.activision.com)  
Superheroes and good PlayStation games—two things that don't seem to go together. As the leader of the occasional fighting game, which we're mentioning here, we brawls between good guys like Captain America and Iron Man as making sense, the best action titles starring spandexed crusaders have included The Fantastic Four, The Incredible Hulk, Spawn and Batman and Robin. In this case,

But finally, it was time to put our beloved gray spider on the

come along to put the "super" in the title. The result is a spectacular, as its iconic star of the Marvel comic books, that it's a game that's as much a song goes has heard in the highly danceable remake included in the game, the wall crawler truly can do whatever a spider can. **Any major power of his depicted in the classic comic book series comes to life**

When you're in the game, you can see the spider's

level, and the spider's name is visible in the top right corner of the screen. The spider's name is

With the exception of fighting enemies, the spider is enough to make the spidering—man, think of it, the action varies itself to such a degree so as never to seem repetitive. In one level you'll be beating up bad guys left and right, while the next might have you solving a puzzle or applying a few

the images, so as to be able to tell the difference between the spider's attempts to murder

Furthering Spider-Man's great reputation as the action hero, the spider is the only one that anyone from the most casual Spider-Man fan to the most hardcore Spider-Man fan will enjoy. In its interesting premise and frequent laugh-out-loud humor, the web-slinger's tale of heroism perfectly captures the spirit of the comic created by Stan Lee and Steve Ditko nearly 40 years ago. Comic book readers should also appreciate the numerous references to the Marvel universe ranging from alien powers to the inclusion of characters to the background and even characters from other appearances.

Aesthetically, the game performs as well as any other out there on the PS2 these days. Our webbed hero looks fantastic as he takes a fight with the villainous Doctor Octopus and Carnage. Adding to the experience, the Web Head doesn't exactly keep



**REPLAYABILITY GUIDE**

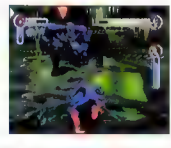
As if Spider-Man didn't already score highly enough in the fun factor department to keep playing even after you've beaten it (and it certainly does), Neversoft has provided several reasons for you to come back. For one thing, the game features many hidden areas with comic book icons just waiting to be picked up. Collecting these provides a great way to learn more about your friendly neighborhood Spider-Man, as each tells the story of a major event in the web-slinger's life. Collect all 32 of them and you'll earn one of the eight additional costumes, another cool thing to seek after you've played through. I won't spoil it by telling you what they are (well, except for the super-sleek black symbiote costume you see to the right—but you probably could have guessed that one, anyway), but several of the new duds grant the wall-crawler not only a suave new look, but also extra powers. And if that's not enough reason for you to come back, even some of the Training modes—especially the ultra-cool Zip-Line Training—can keep you busy for hours in that classic arcade way. It'll definitely tingle all of those Spider-Senses.





## THE PERFECT BOSS FIGHT

In all my years of playing action games, rarely have I actually stated aloud, "This is so cool!" But the second encounter with Venom in Spider-Man did prompt me to utter such a phrase. Set in a very large square room, Spider must beat his archrival, who appears and disappears at will. But there's more... Venom is likely to reappear at one of the area's four switches, each of which unleashes a flow of water that could drown the wall-crawler's wife Mary Jane, who dangles from a chain. So in addition to watching out for Venom, you also must keep tabs on the switches before your favorite supermodel meets a watery grave. This is what action gaming is all about.



## Review Archive


Game names in **bold** indicate a Greatest Hits title. Ratings in **bold** indicate a perfect score.

Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	Game	Publisher	Score	Issue
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Game names in **bold** indicate a Greatest Hits title. Ratings in **★** indicate a five-disc score.

140 Official U.S. PlayStation Magazine

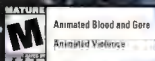


THEY'RE  
BIGGER,  
FASTER,  
SMARTER.  
AND RIGHT  
BEHIND YOU.

# DINO CRISIS 2

Yes, Regina is back in the action-packed sequel to the blockbuster survival-horror hit. Sent in for search and rescue, she is now armed with even more dino-busting heavy artillery. Only Regina is prepared for the adrenaline-pumping battles the recon team will soon encounter. More action! More intensity!

More prehistoric predators! One question remains... are you the hunter - or the hunted?



**CAPCOM**  
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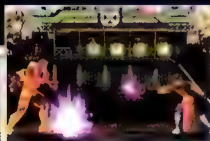
[illegible]

- ◆◆◆ Falling Card
- ◆ charge ◆◆ Card Toss
- ◆ charge ◆◆ Staff Charge Upper
- ◆◆ Overhead Attack

⚡⚡⚡(throw) Charged Staff

Card Tr

◆ charge ◆+①+① 52 Card Pickup



- `target = 0.0` → No target
- `target = 0.0` → No target
- `target = 0.0` → No target

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- ◆◆◆+⊕ Fury Claw
- ◆◆◆+⊕.⊙ Hop Up Dive
- ◆◆◆+⊕.⊙ Hop Up Flip
- ◆+⊕ Overhead Attack

Samurai Slice

🚚📦📦📦 Special Delivery  
[📦📦📦📦📦]

③ ④ ⑤ ⑥ Weapon X

4. **Answer: C** **Difficulty: 2** **Topic: Financial Accounting**  
 5. **Answer: D** **Difficulty: 2** **Topic: Financial Accounting**  
 6. **Answer: C** **Difficulty: 2** **Topic: Financial Accounting**



**The real change**

I feel like I've been hit by lightning every time I see the news about the new rules. It's like I'm playing a new game. Keep attacking and you

- Handspring Kick
- Beast Slide
- Overhead Attack

Handplant Hell

Seismic Smackdown

● 平屋平屋平屋平屋 Flat Out

[illegible]

Enter these code, quickly at the title screen where the words Press Start Button flash

**All Characters:** Right, Right

Triangle, Left, Left You will hear a cheering sound to confirm that it worked.

**Tarot Reading:** 10 Triangle Down  
Triangle, Up 1th s opens in the

first, for this to work. You will hear a cheering sound to confirm that it worked.

**All Levels:** Enter the following code at the **Fill in the Blank** Triangle Triangle Triangle, X, Square, Triangle, Triangle Triangle.

Triangle Square  $\times \times \times \times \times \times$   
Triangle Triangle Triangle  
Square Triangle  $\times \times \times \times$

On the main menu, screen being  
1. RT and 2. Prevalence of smoking  
in the population of the district

results as shown. You will hear a  
noise when holding the button.  
**Unlock Komodo Joe:** Press, Hold  
Circle, Left, Left, Triangle, Right

Adventure

Unlock Papu Papu: Press Left  
Triangle Right Down Right

Press Left, Left Down, or Right  
down Page, Page, in any mode  
except Advanced.

**Unlock Pinstripe:** Press Left  
Right, Triangle Down Right  
Down D, and para. Pinstripe  
now, make a Left Arrow, press



## CYCLOPS

**View and Strategy**

Cyclops is a powerful character with a variety of abilities. He can use his eye beams to attack enemies from a distance. He can also use his telekinesis to move objects and enemies. He is a very versatile character and can be used in many different ways.

**Specials**

- ▼▲▲+○ Optic Blast
- ▼▲▲+○ Upper Blast
- ▼▲▲+○ Lunge Kick
- ▼▲+○ Overhead Attack

**Super**

- ▼▲▲+○ Super Power Lunge Kick

**Stringed Super**

- ▼▲+○ Hyper Rush

**X-Treme Super**

- ▼▲▲+○+○ Concussion Blast

**Combos****Corner Combos**

## PHOENIX

**View and Strategy**

Phoenix is a powerful character with a variety of abilities. He can use his fire attacks to burn enemies. He can also use his telekinesis to move objects and enemies. He is a very versatile character and can be used in many different ways.

**Specials**

- ▼▲▲+○ Inferno Kick
- ▼▲▲+○ Flying Phoenix [AIR]
- ▼▲▲+○ Air Strike [AIR]
- ▼▲+○ Overhead Attack

**Super**

- ▼▲▲+○ Metaphysical Confusion
- ▼▲▲+○ Hyper Air Strike [AIR]

**Specials**

- ▼▲▲+○ Inferno Kick
- ▼▲▲+○ Flying Phoenix [AIR]
- ▼▲▲+○ Air Strike [AIR]
- ▼▲+○ Overhead Attack

**Super**

- ▼▲▲+○ Metaphysical Confusion
- ▼▲▲+○ Hyper Air Strike [AIR]

**Combos****Corner Combos**

## TOAD

**View and Strategy**

Toad is a powerful character with a variety of abilities. He can use his toad powers to attack enemies. He can also use his telekinesis to move objects and enemies. He is a very versatile character and can be used in many different ways.

**Specials**

- ▼▲▲+○ Toad Split
- ▼▲▲+○ Toad Trick (Leap)
- ▼▲▲+○ Toad Trick (Slide)
- ▼▲▲+○ Flytrap
- ▼▲+○ Overhead Attack

**Super**

- ▼▲+○ Kicking Toad

**Stringed Super**

- ▼▲▲+○ Frog Legs

**X-Treme Super**

- ▼▲+○ Flying Toad

**Combos****Corner Combos**

(cont. from page 74)

**More Tracks:** Right, Right, Left, Triangle, Right, Down, Down, **Invisible Racer (only wheels):** Up, Up, Down, Right, Right, Up, **Super Turbo Pads:** Triangle, Right, Right, Circle, Left, **Scrapbook Option:** Up, Up, Down, Right, Right, Left, Right, Triangle, Right

**"Unlimited" Tricks:** After entering one of these next tricks, you will have to reset the game to get a different unlimited object

**Unlimited Wumpa Fruit:** Down, Right, Right, Down, Down, Unarmed Bombs, Triangle, Right, Down, Right, Up, Triangle, Left, Unarmed Masks, Left, Triangle, Right, Left, Circle, Right, Down, Down

**Unlock a New Racer:** On the main menu screen, press and hold L+R simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you

entered the code correctly. Now, choose either Time Trial, Arcade, VS, or Battle. On the player selection screen, you will see a new character at the bottom called "Penny Penguin." Now this character is ready to race in any of the modes except Adventure Mode. At the main menu screen, with Adventure, Time Trial, etc., press and hold L+R and enter one of these codes: works in any mode except Adventure!

**Ripper Roo:** Right, Circle, Circle, Down, Up, Down, Right, **N. Trophy:** Down, Left, Right, Up, Down, Right, Right

**Frogger**

Once you do either of these tricks, you will see the results in text on the bottom of the screen.

**All Zones Open:** Pause the game during play and press Right, Square, Triangle, Square, Triangle, Right, Right, Right

**Infinite Lives:** Pause the game during play and press Right, Square, Triangle, Square, Triangle, X

**Gex 3: Deep Cover Gecko**

**Debug Menu:** Press Start to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard. If done correctly, while playing, press Select to see the Debug menu. In this menu





## LEGEND OF DRAGON

### ATTACK MAGIC ITEMS

[A multiplying item used in battle does varying amounts of damage based upon how many times you press the X button after it has been cast.]

Burning Out	Fire-based individual attack (multi)
Burning Magic	Fire-based attack for all (multi)
Burning Wave	Fire-based powerful attack for all
Spinal Frost	Water-based individual attack (multi)
Fatal Blizzard	Water-based attack for all (multi)
Frozen Jet	Water-based powerful attack for all
Shining Gale	Wind-based individual attack (multi)
	Wind-based attack for all (multi)
Down Burst	Wind-based powerful attack for all
Pellet	Earth-based individual attack (multi)
Minotaur Fall	Earth-based attack for all (multi)
Gravity Grabber	Earth-based powerful attack for all
Trans Light	Light-based individual attack (multi)
	Light-based attack for all (multi)
	Light-based powerful attack for all
Dark Mist	Darkness-based individual attack (multi)
Black Rain	Darkness-based attack for all (multi)
Night Raid	Darkness-based powerful attack for all
Sparks Net	Thunder-based individual attack (multi)
	Thunder-based attack for all (multi)
	Thunder-based powerful attack for all
Defensive Rock	Defendates and attacks all
Spinebuster Bomb	Unbased attack for all (multi/repeat)

### Status Altering

Midnight Terror	Frightens minor enemies
Plague Bell	Confuses minor enemies
Poison Needle	Poisons minor enemies
Stunning Hammer	Stuns minor enemies

### Replenishing

Healing Potion	Recovers half of maximum HP
Healing Breeze	Recovers half of max. HP for all
Healing Fog	Completely recovers HP for all
Healing Rain	Completely recovers HP for all
Angels Prayer	Revives and recovers half of maximum HP
Sun Rhapsody	Completely recovers MP
Moon Serenade	Completely recovers MP for all
Spirit Potion	Recovers 100 points of SP during combat
Mind Purifier	Dissolves Fear, Bewitchment, Confusion, Dispirit
Body Purifier	Nullifies Poison, Stunning, Arm Blocking
Depetrifier	Dissolves Petrification

### Ability Altering

Material Shield	Nullifies physical attack for three turns (repeat)
Magic Shield	Nullifies magical attack for three turns (repeat)
Power Up	Strength increases for three turns (repeat)
	Reduces agility 50% for three turns (repeat)
	Doubles agility for three turns (repeat)

### Miscellaneous Bags

Attack Ball	Generates one of the Attack Magic Items
Magic Stone of Signet	Blocks enemy's move for 3 turns (repeat)
Recovery Ball	Generates a Replenishing Item
Sachet	Gives subtle good aroma
Smoke Ball	100% escape from minor enemy (repeat)



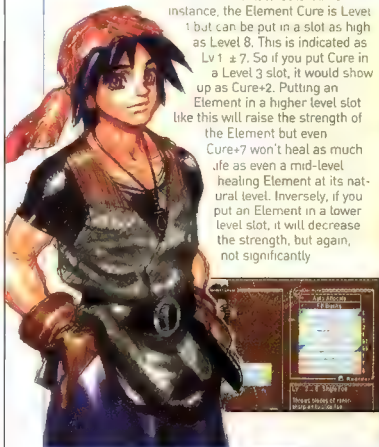
## IT'S ELEMENTARY

All of the game systems in Chrono Cross are based around Elements. Elements are basically just spells but they are a lot more complex than magic in your typical RPG. Every character can use Elements but which character uses which Element at what time can be very important.

## ALLOCATING ELEMENTS

Each character has a number of slots that you can put Elements in. You begin with one slot for Level 1, Level 2, and Level 3 but as you progress through the game, you'll gain more slots and more levels. Now, don't just throw any old Element into any slot. Each Element has a level and a number of levels it can fluctuate from its natural level. For

instance, the Element Cure is Level 1 but can be put in a slot as high as Level 8. This is indicated as Lv1 ± 7. So if you put Cure in a Level 3 slot, it would show up as Cure+2. Putting an Element in a higher level slot like this will raise the strength of the Element but even Cures+7 won't heal as much life as even a mid-level healing Element at its natural level. Inversely, if you put an Element in a lower level slot, it will decrease the strength, but again, not significantly.



[Cont. from page 145]

**Stone Glyph:** Hold L1 and press Down, Circle, Up, Left, Down, Right, Right, Down, Circle, Up, Up, Down.  
**Water Glyph:** Hold L1 and press Down, Circle, Up, Down, Right.  
**Fire Glyph:** Hold L1 and press Up, Right, Up, Triangle, L2, Right.  
**Sunlight Glyph:** Hold L1 and press Left, Circle, Left, Right, Up, Up, Left.  
**Shift at Any Time:** Hold L1 and press Up, Down, Down, Right, Right, Left, Circle, Right, Left, Down.

### Metal Gear Solid

**Snake's Tuxedo:** To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

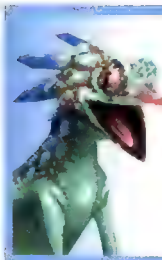
### MLE 2000

**Heavy Hitter:** Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 600-foot

home run every time.

### Monster Rancher

To do this trick, your breeding status must be in master rank [R-10]. You must also have another game called 'Tecmo's Decapton' to do this trick. **Secret Monster:** When you are about to breed a monster, put in the Tecmo's Decapton game CD and you will get a secret character from that game called Ardebaran when you generate a monster in the shrine! Also, PlayStation and computer



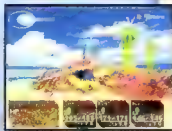
## INNATE COLORS

Every character and enemy has a color that defines them and controls the Elemental properties of their attacks called their Innate Color. Each character's Innate Color is indicated as a colored circle in their status box either on the menu screen or in battle. An enemy's Innate Color also shows up as a colored circle when you select it to attack in battle.

Innate Color is very significant for several reasons. Most importantly, every Elemental Color has an opposite color: red and blue, yellow and green, white and black. If you use a red Element on an enemy with an Innate Color of blue, you will do more damage than if it had any other Innate Color. Attacks of one color against the same Innate Color will thus do the least damage or sometimes even heal the enemy!

Your characters' Innate Colors also affects the Elemental property of their attacks. For example, Serge's Innate Color is white. If he attacks an enemy with Innate Color of black, he will do more damage.

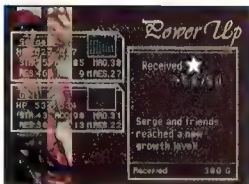
Also, if a character casts an Element of the same color as their Innate Color, it will be more powerful than any other color. Try using an Element of a character's Innate Color against an enemy of the opposite color to really pack a punch.



## GROWTH POINTS

There are no actual "levels" in Chrono Cross, unlike most RPGs. Instead, the game uses a system of Growth Points. When you win a significant battle (usually against a boss) you will receive a Growth Point. At that time, you will also receive increases to your hit points and some of your stats. You may also gain a new Element slot. For the next few normal battles following the Growth Point battle, you will typically receive a few hit points by winning. Then, one battle will give you a few more hit points than usual as well as points in other stats. After that, you won't get any stronger until the next Growth Point battle.

Growth Points also represent the number of times you can use a summon Element. If you run out, you will have to stay at an Inn or rest somewhere else to regain the Growth Points and start summoning again.



## "TARGET SIGHTED. COMMENCE ATTACK."

The battle system in Chrono Cross is rather involved. Even a simple weapon attack isn't very simple. There is no best way to fight any given battle but, there are definitely factors that you'll want to keep in mind.



## HIT PERCENTAGE

When you choose a target to attack in battle, a box will appear showing four different methods of attack. The first three are normal attacks of differing strength: weak, strong and fierce. Each attack has a percentage next to it that represents its chance to hit. Now, even though it may say your attack has an 80 percent chance to hit, it's not likely to miss. The 80 percent represents your base chance of hitting but you also have to consider your enemy's chance of dodging. A 99 percent chance usually means success, but anything else and you can subtract about 20 percent to get a real idea of your chances.

When you connect with an attack the chance that any subsequent attack on the same enemy is that turn increases. However, if you switch to another character or an enemy attacks between your attacks, you may lose that advantage.

## STAMINA

You will find the Stamina bar below your hit points on your status box in battle. You begin any battle with seven Stamina and that number cannot ever increase. Stamina controls how and when you can attack. For instance, normal attacks take more Stamina the stronger they are. A weak attack takes one Stamina point, a strong attack takes two, and a fierce attack takes three. This means that in any given "turn" your attacks can't exceed seven points worth of Stamina.

Using an Element always takes seven Stamina regardless of when you use it. If you start a turn by using an Element then it will sap all your Stamina, and take you to zero. However, if you have already attacked in this turn and haven't regained all seven points,

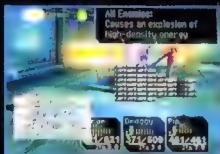


you will go below zero Stamina and it will take time before you can do any sort of attack. This means you have to decide when you want to use your Elements. With a three-person party, you have the time to use a weak-strong-fierce attack combo then use an Element and by the time it comes to your turn again, you will have your Stamina back. However, it may be a good idea to use that chance to defend or simply pass on the turn to another character so you have Stamina in reserve in case you need to heal someone quickly.

## FIELD EFFECT

In the upper-left corner of the battle screen is the Field Effect indicator. It will start each battle with several different random colors but after that, the smallest ring indicates the strongest of the most recent used Element. The newest Element will wipe out the previous color out to the next ring. The more rings displaying a particular color, the stronger the Elements of that color will become and the weaker the opposite color will be. The Field Effect is also very important when summoning. To summon all three rings of the Field must be the color of the summon Element you are trying to use. You must plan your attacks very carefully to keep the entire field the same color long enough to use the summon Element.

## USING ELEMENTS IN BATTLE



Under normal circumstances, you cannot use an Element at the beginning of a battle. You must first build up sufficient levels of Element energy. You can see how much you have stored in the meter above your hit points. These levels are built up simply by landing normal attacks; a weak attack builds up one level, a strong attack builds up two, and a fierce attack builds up three. However, if the attack misses, you'll still spend the Stamina but you won't gain any Element levels. If you really need to cast an Element, play it safe and stick with weak attacks.

With the exception of consumable Elements like Tablet, each Element you have allocated can only be used once per battle. This makes it very important to carefully choose when and on whom to use each Element, if you have a powerful healing spell, try to avoid using it until you really need it instead of blowing it on someone who's only a few points under. One nice feature of Chrono Cross is that after a battle, if you have Element levels still built up, you can use healing Elements to heal your party automatically. In this manner, you can leave every battle fully healed. It won't, unfortunately, heal status ailments like poison.



data CDs that have one track on them will produce purebred monsters

### Need for Speed: High Stakes

**Cop Code:** Enter the game option screen and select the "User Name" option. Enter the name NFS\_PD. This will allow any unlocked cop car to race on any track.

### NHL: Rock the Rink

From the main menu screen,

choose the NHL. Chatenge opt on Hightight. Next User and enter one of the names below to get these results:

**NHL Teams Available:** BAILLEY Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)

**Bonus Moves:** IAMWEAK  
**Sound Effects Rewards:** NO CHANCE (Go back to the main

menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

### Oddworld: Abe's Exoddus

**Level Select:** At the main menu hold Rt, then press Down/Up, Left/Right, Triangle/Square, Circle, Cross, Square, Circle/Down/up, Left/Right

**View all FMVs:** At the main menu

hold Rt, then press Down/Up, Left/Right, Triangle/Square, Circle, Cross, Square, Circle/Down/up, Left/Right

**Invincibility:** At the game screen hold Rt, then press Down/Up, Left/Right, Triangle/Square, Circle, Cross, Square, Circle/Down/up, Left/Right  
**Next Section Warp:** At the game screen hold Rt, then press Down/Up, Left/Right, Triangle/Square, Circle, Cross, Square, Circle/Down/up, Left/Right

### Resident Evil 2: Dual Shock

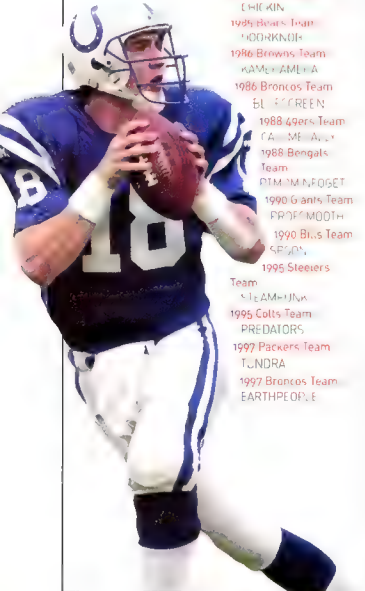
**Play as Chris Redfield and Ada Wong:** At the main menu screen, hold Rt, then press Down/Up, Left/Right, Triangle/Square, Circle, Cross, Square, Circle/Down/up, Left/Right



## MADDEN NFL 2000

For more information, visit the PlayStation website at [www.playstation.com](http://www.playstation.com).

- 20-Yard First Downs  
FIRST520  
Super Shift Arms  
MACKDOWN  
Super Jump  
X-TRONG  
More Power  
Attack  
More Skills  
Attack  
More Formations  
NFL 2000  
Extra Information  
PICKED OFF  
No Interception  
XPIR55BALL  
Less Penalties  
REF SB, ND  
Big Yards Small  
Players  
MINIMI  
Extra Features  
Football  
VERTIGO  
Antarctica Stadium  
MASGIFT  
Dodge City Stadium  
WLDWEST
- EA Sports Stadium  
ISINT-HE GAMI  
Tiburon Stadium  
WEPUT THERI  
Tiburon Bowl Stadium  
COTTONCANDY  
Tiburon Bowl Team  
Agony  
Manned Fantasy Team  
Cody  
All Madden Team  
HAMMAJ LUN  
All 60's Team  
MOJOBABY  
All 70's Team  
LOVE B L A  
1972 Steelers Team  
DONTGOFOR  
1972 Raiders Team  
DEMEAD 3-1-R  
1976 Raiders Team  
HAMMAJ LUN  
1976 Patriots Team  
HACKHEES  
1981 Dolphins Team  
15MOREMIN  
1981 Chargers Team  
BUILDMONKRS  
1985 Dolphins Team  
CHEKIN  
1985 Browns Team  
MOONKNOB  
1986 Browns Team  
KAMERAMER  
1986 Broncos Team  
EL SCREEN  
1988 49ers Team  
CAMMERAMER  
1988 Bengals  
Team  
DITIMMAGOSSET  
1990 Giants Team  
PPFPMODTH  
1990 Bills Team  
SPYDR  
1995 Steelers  
Team  
KILMEADJUN  
1995 Colts Team  
PREDATORS  
1997 Packers Team  
TUNDRA  
1997 Broncos Team  
EARTHPEOPLE



## grind &amp; session™

## The Basics of Boarding

If you're going to earn mad respect and unlock the Dream House, there are a couple things you need to know. We've given you the first three levels (on pages 47-49) to help you out, but here is some basic stuff you'll need to score big and get possessed.



## The Name of the Game

It's called Grind Session for a reason. If you learn how to grind without flaw, you're going to make mincemeat of the necessary point totals to earn respect. The trick? Once you start a grind, use an impossible, a backflip, whatever, to transition to your next grind. You'll get big multipliers which equate to big scores. Greed isn't bad, either. Figure out your skater's limits early so you can score big later on.



## Tap on the Shoulder

When you're blitting off a ramp and trying to master a 720, there's an easy way to go about it. Once you've taken off, hold either the L or R1 buttons to give yourself a quicker spin. Physics are defied on this one, but it works. Oh, and you manage to get your

"Possessed" meter flooded, then you can score even bigger spins (along with longer grinds) and we all know what bigger spins mean: bigger headaches.

## Mixing it Up

Okay, even with a beginning skater, you've got more moves than you need. Mix it up, or your on-looking friends are going to scurry away without being entertained. Learn the different grabs and use them. It leads to increased points! And if you're grinding, don't let yourself get away with a comfortable 5-0 Grind. Mix in the Smith and the K-Grind and why not a little Casper action? It all adds up.



For more information, visit the PlayStation website at [www.playstation.com](http://www.playstation.com).

**Extreme Battle Mode:** There you have to beat Extreme Battle on Level 1, when you get to play as Ada. After you get her a level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield.

## Spyro 2: Ripto's Rage

In the middle of the game, press Start to pause. Now enter any of these but-

ton codes for these results. You will hear a sound to confirm that you entered the code correctly.

**Big Head:** Up, Up, Up, Up, R1, R1, R1, R1, Circle

**PaRappa (Flat) Mode:** Left, Right, Left, Right, L2, R2, L2, R2, Square

**All Abilities:** Circle, Circle, Circle, Circle, Square

**View Credits:** Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right

## Star Wars: Episode 1 The Phantom Menace

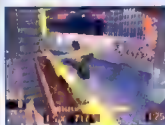
**Test Droid Cheat:** Go to the main menu screen and move down to the

Options. Make sure you don't choose it and press Triangle. Circle, Left, L2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+Select+Triangle at the same time and the screen will change to a "Test Droid menu" that allows you to choose your starting level, play sound effects, choose

# Da Banks (NYC)

**Tech Lines** — Using the order below won't just get you all the Tech Lines in the allotted time, but you'll also have a lot of opportunities to get some huge scores.

## Tunnel of Pain



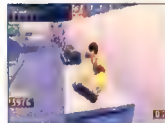
This one's right in front of you, so do it first. It'll save lots of time, too, since you can go to restart if you miss. Just go up the ramp on the left and ollie off with some sort of kickflip and grind away.

## Righteous Rail



Going up this bad boy isn't difficult at all. Make sure to do a quick kickflip or heelflip just to insure balance. After all, grinding uphill isn't as easy as this game makes it out to be.

## Chopsticks



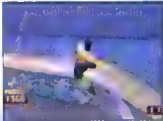
After you grind up the rail this is the best one to hit next. Ride the ramp and start your grind, but be ready to jump off quickly and start a new grind on the piano to complete this fun-time Tech Line.

## Possessed to Skate



This is a challenge, but remember, as long as you don't bail, you can fail off the rail and hop right back on. The ramp is annoying to master, but you will have to jump off it and grind to be successful.

## Performance Art



The easiest Tech Line in the level. You can be completely sloppy and still end up completing this one if you don't fall. Take the short ramp past the bulldozer and grind onto the lip of the ramp for success.

## Crazy Champ



Go straight at the garage door after you've completed "Performance Art" and you'll be staring down the barrel of a rail. Jump on, grind, jump the gap and grind again. Easy peasy grindareasy.

## Walk the Monkey



Once inside the garage door, look right for a ramp that leads to this Tech Line. Make sure you lean a little away from the wall off the second ramp to insure proper momentum. Then jump the gap to finish.

## Rails of Death



This one is way tough. Take the ramp to the left of the garage door and start a grind. You'll need to hit all the numbers, but won't necessarily have to grind the whole thing. It's tough but worth it.

## Grim Day to Die



None of the +5 second Tech Lines are too tough and this is no exception. Straight past the "Crazy Champ" rail, just get good speed and hit the ramp. Make sure you don't start too far to the right.

## High Road



Take the opposite way of the "Grim Day to Die" Tech Line and grind all the way through the glass into the meat locker. Get speed off the ramp, then angle to the left off the wood runway and grind.

## 2 Hip Skate Tips



### Long and Grinding Road

Right after you succeed with the "Possessed to Skate" Tech Line, go straight ahead and pick up some big points by grinding the sidewalk-like area. Lots of switching to different grinds means lots of big points.



### Just Call it a Radio!

Knocking down all the boomboxes in the allotted time isn't easy. This, of course, changes if you do it the right way. Don't go hunting for boomboxes. Instead, go through the Tech Line rigamarole and the boomboxes will be situated along the way.

invincibility and play any move in the game.

## Street Fighter Alpha 3

**Battle Shin Akuma:** You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen press and hold L1+L2 and choose your fighter. Keep holding it until

the "VS" screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

## Syphon Filter 2

**Level Skip:** Pause the game in the middle of play. On the Pause screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will

hear a sound when entered correctly. Now go to the Options screen and enter the Cheats option, resulting in an option to enable current level, and go to the next one.

**Super Agent:** Pause the game in the middle of play. On the Pause screen, highlight Weaponry and press and hold these buttons in this order: L2+Square+Circle+Square. With these held, press X. You will

hear a sound when entered correctly. Now go to the Options screen and enter the Cheats option. You will find an option to turn Super Agent control on.

**Movie Theater:** Pause the game in the middle of play. On the Pause screen, highlight Briefing and press and hold these buttons in this order: Right+L2+Circle. With these held, press X. You will hear a sound when entered correctly. Now

go to the Options screen and enter the Images option. You will see an option to move on a scene or two. Move back up to the movie screen and press Triangle to watch a movie.

## Trick'n Snowboarder

Play as Resident Evil 2 Characters.

**Note:** The RES characters are available only in Free Mode. After the first run, press the following

action page 50.



# S.F. Mission

**Tech Lines** — The key to accomplishing all the Tech Lines for this level really comes down to avoiding the subway. Otherwise, try the route suggested and you shouldn't have a problem.

## Sideways Rail Transfer

+20



First things first, go up the ramp and lean to the right. Grind and then jump to the right, before the gap, and grind on the rail.

## Rail Through Window

+10



Find the rail going up and grind onto it. Remember to jump through the window at the last second or you won't get credit.

## Grinding Down the Pole

+3



This one's easy enough. You won't have to switch up your grind to go down the pole, so only do it to gain more points.

## Peeping Tom

+3



This is a strange Tech Line. Basically, you just need to break the bay window. Tap the R2 button to check the Tech Line, then skate at it, do a trick in the air, and you'll be credited if you land.

## Through the Window

+5



Once you've gone down into the subway, grind the rail right in front of you, then jump at the window. Break the glass and continue to grind for big points.

## Crazy Train

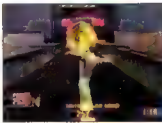
+5



If you've got the speed, this one is a breeze. Ollie at the top of the ramp before the subway tracks and make it to the other side to succeed. Do a grab to get a higher score in the process.

## 3rd Rail Grind

+10



All you need to do is avoid the trains and hop onto the rail for a split second to achieve this Tech Line. Don't labor on the 3rd rail or you could be in for a shorts-dirtying experience.

## Ticket Transfer

+3



Tap R2 to see where this one's located. All you'll need to do is get up some decent speed and jump over a box using the quarterpipe. Do a trick on the way to add to the drama.

## U-Tech

+10



After "Ticket Transfer" starts using the ramps and holding a grind to get onto this U-rail. Once on it, hit the "two tech spots" to master this line. This one isn't so tough, but it takes patience.

## Rail of Pain

+20



This one's a pain in the can. Set up good speed and slide onto the rail of the elevator. Take it all the way up, hold your grind and you'll end up on the other rail. Hold it to the window to score.

## 2 Hip Skate Tips



**I Saw the Grind!**  
Above ground you'll find a perfect spot to combine grind after kickflip after K-grind after impossible. Link them together on this particularly lengthy grind area and you should be able to get all the points you'll need for the much desired respect.



## Childish Vandalism

To the sound of the music, you'll have to...  
beyond the "Rail of Pain" Tech Line.  
Childish, but fun.

(cont. from page 149)

buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle. If you did it right, you will hear a minor audio cue. Now, select Free Mode. Once you are in the character select screen, press L2 or R2 to use the Resident Evil 2 characters: Leon, Claire and the dreaded zombie cop.

## Triple Play 2001

**Triple Play Dream Team:** From the main menu screen, choose Big

League Challenge. When you get to the p-layer select screen, hold L1+R1+Up simultaneously. Keep holding these until you hear the announcer say, "Triple Play Baseball." Now you'll be able to play as this team in Big League Challenge mode.

**Announcers:** During a game, press and hold the L1+L2+R1-R2 buttons. While holding these, press the following buttons to get the

different types of quotes from the announcers.

**Baseball History:** Up, Triangle, Right, Circle.

**Weather:** X, Down, Triangle, Up.

**Trivia:** Down, X, Right, Circle.

**More Batter Info:** Left, Square, Up, Triangle. *Note: This will only work on certain batters.*

**Skinny Players:** 1 HR in a game with a player who weighs less than 160 lbs. 1/3 players-allow created players).

**Large Players:** 1 HR in a game with a player who weighs over 250 lbs.

**players-allow created players)**

**Strong Arm:** 2 Outfield Assists by same player in a game / 2 Pickoffs by same player in a game / 2

**Caught Stealing** by same player in a game.

**Fast Players:** 3 SB by same player in a game.

**Big Glove:** 1 diving catch/wall climb in a game by team.

**Huge Glove:** 2 diving catches/wall climbs by in a game by team.

**Pulsating Glove:** 3 diving catches/wall climbs in a game by team.

**Big Head:** 4 runs scored in a game by team.

**Huge Head:** 8 runs scored in a game by team.

**Pulsating Head:** 12 runs scored in a game by team.

**Big Baseball:** 3 Ks in a game by team.

# Burnside

**Tech Lines** — You'll have a lot of freedom in Burnside, so don't let it distract you. Go assault different Tech Lines and do them in the order below to make life easier.

## Triple XXX

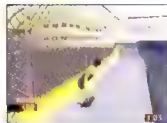
+20



This one's tough. It's opposite of the "Street Tranny Right" and it behooves you to get this one done first. Get speed and be ready to do at least three different grinds to stay atop this long rail.

## Street Tranny Right

+10



Pretty basic stuff, but the easiest way to get this bad boy lined up is to go to where this long path starts. If you do, you'll skate right on without slowing down. Do a trick to insure you get this one.

## Quarter Bowl

+5



This one causes problems, sometimes. The trick is to push the nose of your board to the left after you ollie out of the grinds. Otherwise you'll awkwardly hit the ramp and take a spill.

## High Speed

+5



Once inside the little bowl after you've done the "Quarter Bowl" make sure you stay in the middle to nab the five seconds you came for. From here, climb the wall and push over for the "Chill Grind."

**Huge Baseball:** 6 Ks in a game by team.  
**Flaming Baseball:** 9 Ks in a game by team.  
**Pencil Head:** 6 Ks in a game by team (against User).  
**Tall Players:** 8 hits in a game by team.  
**Tiny Players:** 12 hits in a game by team.  
**Tiny Head:** 16 hits in a game by team.

**Powerup Offense** (Every player on team's offensive attributes slightly increase): 8 HR hit in a game by team.  
**Powerup Defense** (Every player on team's defensive attributes slightly increase): 3 double plays turned in a game by team.  
**Powerup Speed** (Every player on team's speed attributes slightly increase): 6 SB in a game by team.  
**Invincible Players:** Three Triples in a

game by team.  
**Big Bat:** 2 HR by same player in a game.  
**Small Bat:** 3 Strikeouts by same player in a game.  
**Pulsating Bat:** 5 runs scored by same player in a game.  
**Superstar Difficulty** (Better than All-Star): Defeat a team in Single Game with All-Star difficulty setting.  
**CPU Assist** (Catch-up logic): Defeat

a team by more than 10 runs.  
**Who Wants to Be a Millionaire**  
**Replacement Names:** Go to the "Enter Your Name" screen. If you enter REGIS PHILBIN as your name, Regs will say something and deny you use of that name. He will then replace it with another name such as DREAM-

ER, FIBBER, or SMARTY PANTS. If you choose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN, or CODY. Entering the name, DAN BLONSKY (one of the mill online winners), will get you the replacement name, PHONY.

## Chill Grind

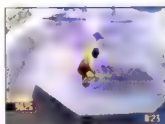
+10



Once you're up top, the first thing you'll see are a series of three rails. Grind each of them in order and you'll be rewarded with ten seconds. Even if you drop off after the first one you can still get credit.

## Cardiel 911 Drop

+5



To get down, you might as well use this path. The far right ramp offers a five second bonus, and you'll be all lined up for it if you do the "Chill Grind" right before this.

## Big Wall

+5



This one's a breeze, especially if you grind it after doing the "Cardiel 911 Drop." If you take it the whole way you can even get those capricious pigeons chatting it up at the end of the wall.

## Oregon Grinder/Donor

+20



Pretty easy pickings considering it adds 20 seconds to your time. Just gain a tad of speed and you can get to this. Don't forget to take it all the way so you can disrupt that poor, fecal-odored pigeon.

## Eat the Peach

+5



Getting into this little pool is as annoying as getting out of it. Usually, this is easy. But not this time. Just use the quarterpipe's around you to gain speed and prepare to throw your controller.

## Return to Burn

+10



This is so annoying. Once you take this rail to the opposite side and achieve "Eat the Peach" and "Oregon Grinder/Donor" you'll have to gain speed and hold up to launch over this spot. It's a real bastich.

## 2 Hip Skate Tips



### On a Rail Far, Far Away

There aren't a lot of spots to score really big points, but you'll only need 40K, so it shouldn't be too difficult. You could use the little pool in the middle, or take the rail at the top of the world. If so, you can do some sweet tricks before landing.



### Feather Frenzy

The advice for knocking pigeons into a feathered pool of misery is the same as when you're vandalizing any level: concentrate on the Tech Lines, and vandalize along the way. These birds are scattered everywhere, so keep an eye out.



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—Ken Kutaragi

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### ADVERTISER INDEX

3DO Company	58-59, 121
Activision	4-5, 127
BMG-Direct	98A-98B
Capcom	141
Chips & Bits	153
Crave Entertainment	156
Ecco Unlimited	83
Eidos Interactive	6-7, 9, 30-31, 41, 128-129
Electronic Arts	16-17, 51, 53, 55, 57, 104-105
Electronics Boutique	65, 84-85
Electrosource	155
ENIX	79, 113
Fox Interactive	67
Hasbro Interactive	25
Infogrames	11, 109, 117, 130
Jaleco	119
Konami	89
LucasArts Entertainment	27
Mattel Interactive	20-21
Midway Home Entertainment	32-33
Namco	107, 122-123
Sony Computer Entertainment	2-3, 14-15, 22-23, 62-63
Take 2 Interactive	44-47, 95
Tecmo	48-49
THQ	35, 37, 39, 75, 81
Ubisoft	114-115
WinMax	28
Working Designs	71-73, 91, 93, 125

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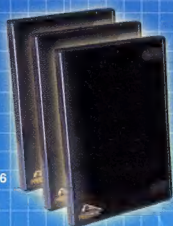
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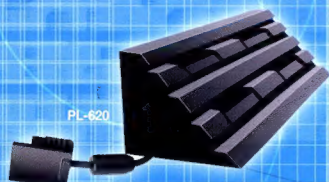
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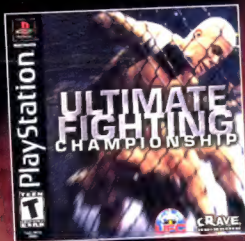
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